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MARIO KART 64™
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PLAYER'S GUIDE

The Official

MARIO KART 64™

NINTENDO PLAYER'S GUIDE

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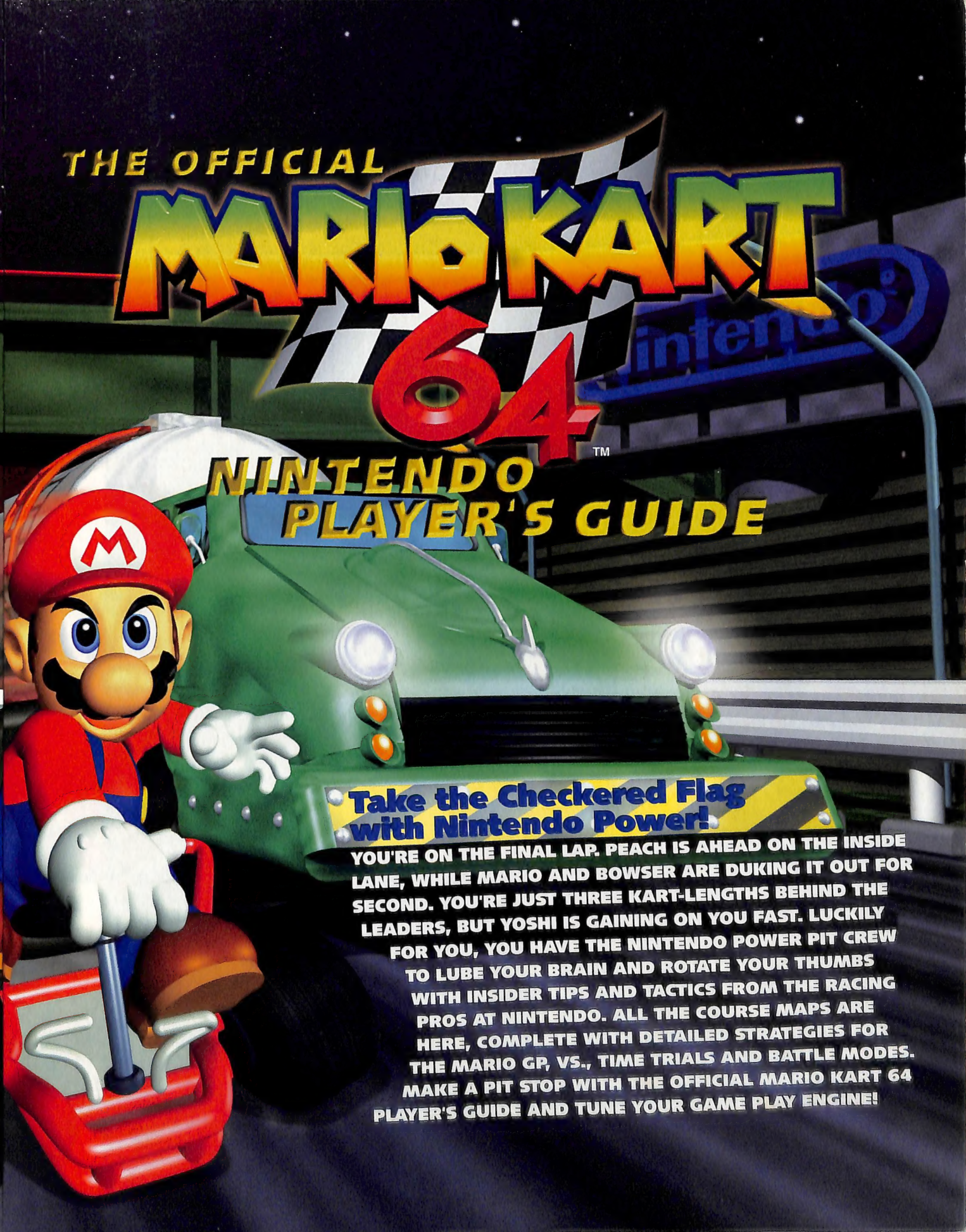

THE OFFICIAL
MARIO KART 64™
NINTENDO
PLAYER'S GUIDE
Take the Checkered Flag with Nintendo Power!
YOU'RE ON THE FINAL LAP. PEACH IS AHEAD ON THE INSIDE LANE, WHILE MARIO AND BOWSER ARE DUKING IT OUT FOR SECOND. YOU'RE JUST THREE KART-LENGTHS BEHIND THE LEADERS, BUT YOSHI IS GAINING ON YOU FAST. LUCKILY FOR YOU, YOU HAVE THE NINTENDO POWER PIT CREW TO LUBE YOUR BRAIN AND ROTATE YOUR THUMBS WITH INSIDER TIPS AND TACTICS FROM THE RACING PROS AT NINTENDO. ALL THE COURSE MAPS ARE HERE, COMPLETE WITH DETAILED STRATEGIES FOR THE MARIO GP, VS., TIME TRIALS AND BATTLE MODES. MAKE A PIT STOP WITH THE OFFICIAL MARIO KART 64 PLAYER'S GUIDE AND TUNE YOUR GAME PLAY ENGINE!

CONTENTS

MARIO KART 64

Race Modes.....6
Drivers.....8
Driving Techniques...10
Items.....13
Secrets.....90
Winner's Circle.....96

CUPS & COURSES

MUSHROOM CUP

Luigi Raceway.....18
Moo Moo Farm.....22
Koopa Troopa Beach....26
Kalimari Desert.....30

FLOWER CUP

Toad's Turnpike.....34
Frappe Snowland.....38
Choco Mountain.....42
Mario Raceway.....46

STAR CUP

Wario Stadium.....50
Sherbet Land.....54
Royal Raceway.....58
Bowser's Castle.....62

SPECIAL CUP

D.K.'s Jungle Parkway..66
Yoshi Valley.....70
Banshee Boardwalk....74
Rainbow Road.....78

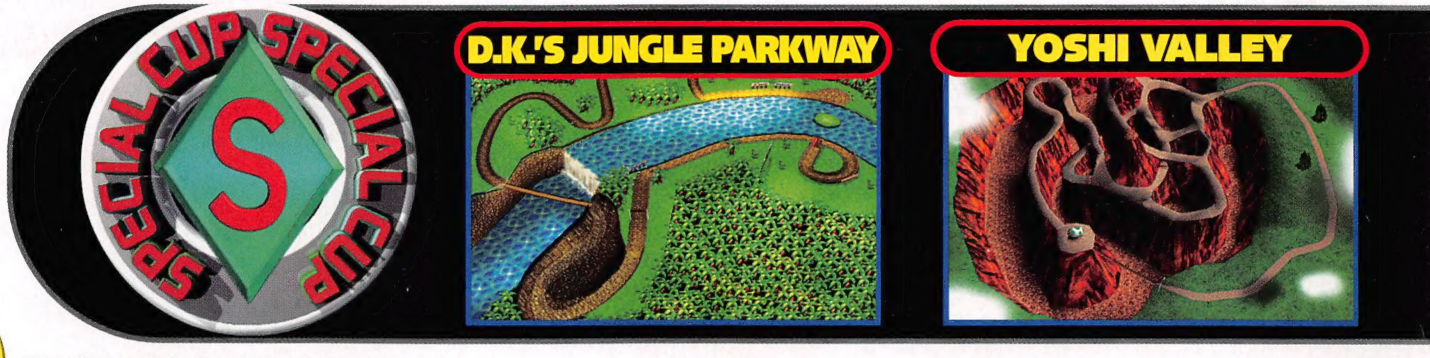
BATTLE MODE

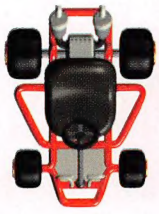
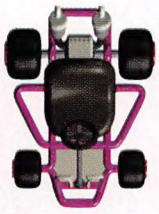
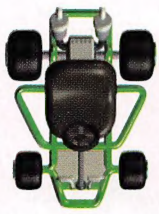
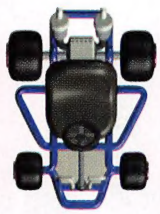
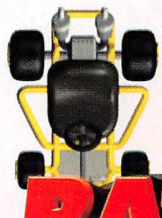
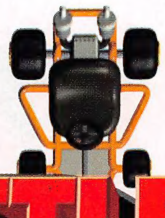
Kart Wars.....84
Big Donut.....86
Block Fort.....87
Double Deck.....88
Skyscraper.....89

MARIO KART 64

COURSE OVERVIEW

HERE'S A QUICK GLANCE AT ALL 20 RACE COURSES AND BATTLE ARENAS, JUST TO GIVE YOU AN IDEA OF WHAT'S IN STORE FOR YOU. NEXT, TAKE A LOOK AT THE BASICS OF KART COMPETITION, THEN STUDY EACH COURSE AND ARENA IN DETAIL. GET READY TO RUMBLE!



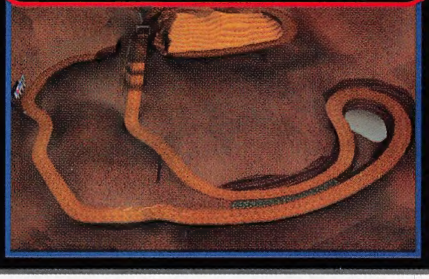







BATTLE MODE

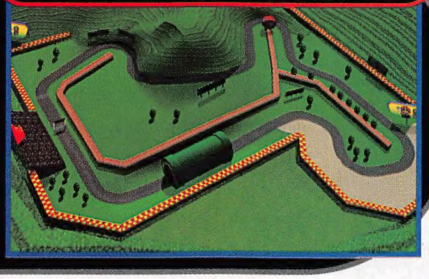
KOOPA TROOPA BEACH

KALIMARI DESERT

CHOCO MOUNTAIN

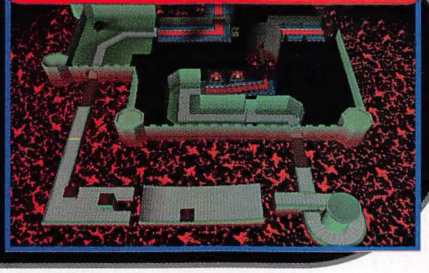


MARIO RACEWAY



ROYAL RACEWAY

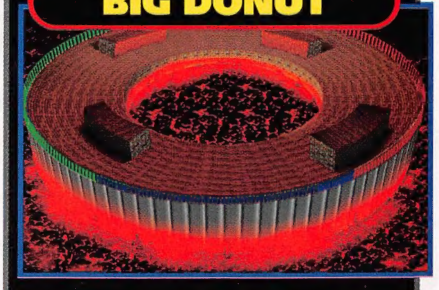
BOWSER'S CASTLE



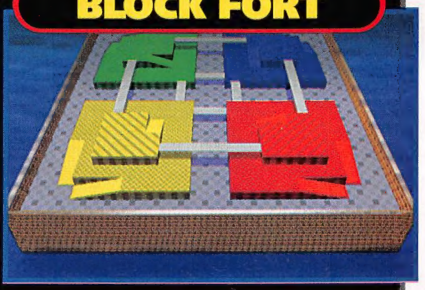
BANSHEE BOARDWALK

RAINBOW ROAD

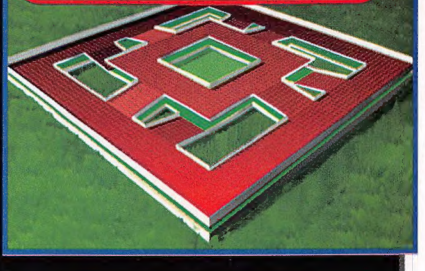
BIG DONUT



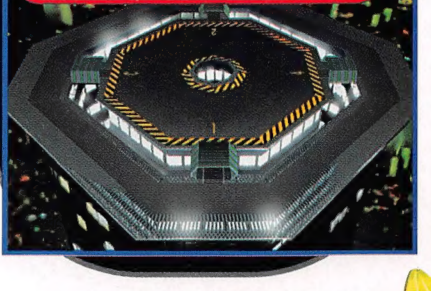
BLOCK FORT



DOUBLE DECK



SKYSCRAPER



RACE MODES

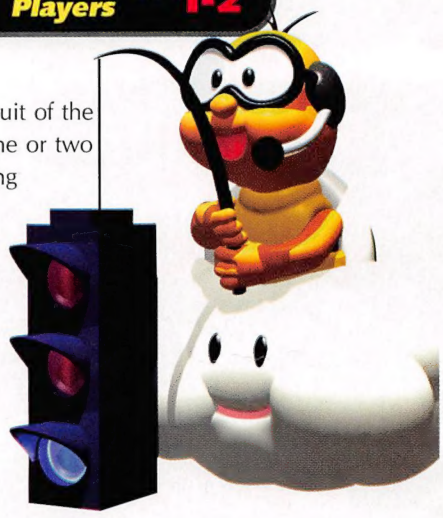
MARIO KART 64 FEATURES FOUR DIMENSIONS OF GAME PLAY CHALLENGE. IN MOST OF THE MODES, MORE THAN ONE DRIVER CAN HIT THE TRACK AT THE SAME TIME. THIS SECTION INTRODUCES YOU TO EACH MODE AND SHOWS YOU WHAT IT TAKES TO WIN.

MARIO GP

Number of Players 1-2

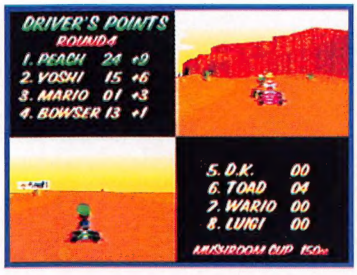
CUP CHALLENGES

The starting lights flash and eight engines roar to life in pursuit of the Mario GP championship cups. On the Grand Prix circuit, one or two players earn points in four cups driving Karts from one of the three engine classes. Once you begin a circuit, you must place in one of the top four positions to move on to the next track. Driving skill is only part of the trick because you'll face antagonistic computer-players that race and attack at the same time.



THE POINT

By placing in one of the top four positions in each race, you'll earn points that count toward your cup total. (First place earns 9 pts., second earns 6 pts., third earns 3 pts., and fourth earns 1 pt.) You don't have to win every race, but at least one computer opponent will tally a high score, so you should try to win or place second on every course to keep in the running for the cup.

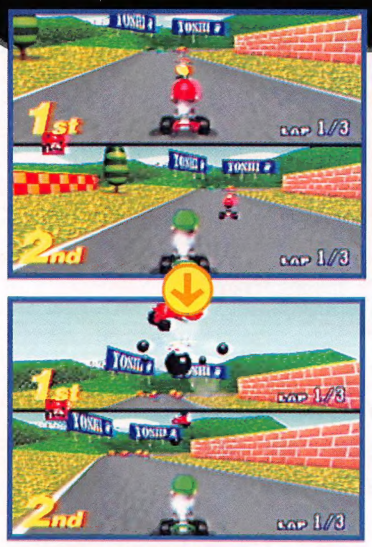


DUKE IT OUT

Since first-place drivers often become the target of opponents with items, it's often a good strategy to drive a close second and wait until near the end of the race to try to slip into first place. It's usually a good idea to use your items quickly so you can pick up better ones down the road.

VS. MODE

Number of Players 2-4



BOMBS AWAY

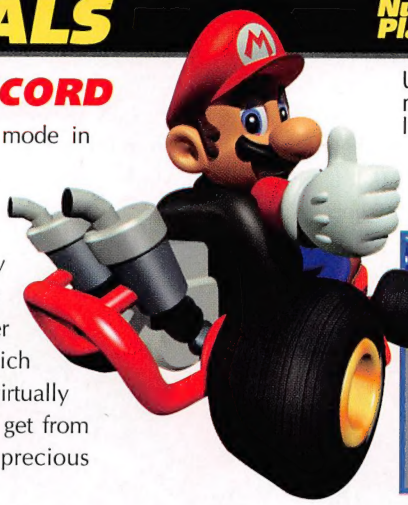
The goal in Vs. Mode is to win. It sounds straightforward. But, as if it isn't hard enough already with your opponents gunning for you, you'll also find Mini-Bomb Karts scattered around the course. If you hit a bomb, you'll be blown into the air, which will cost you time and, possibly, your position. Memorizing the locations of Mini-Bomb Karts on the first lap will pay off down the stretch.

TIME TRIALS

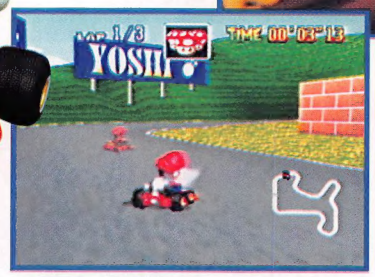
Number of Players 1

BEST TIME ON RECORD

The Time Trials is the only game mode in which you compete alone. It's just one driver against the clock. In your effort to set the course record in three laps, you'll have to know every technique and shortcut. The most important technique is to use power slides at every opportunity, which means you'll need to slide around virtually every corner. The mini-turbo you'll get from the power slide will shave precious seconds from your overall time.



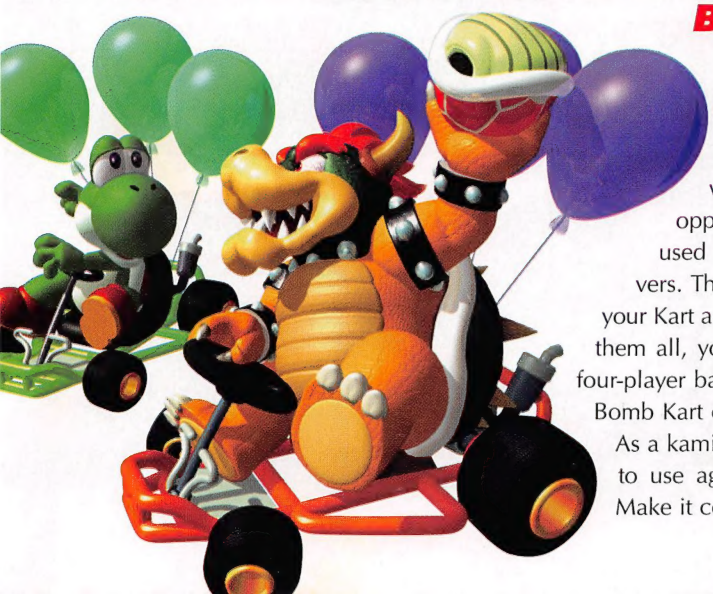
Use shortcuts and mini-turbo boosts to lower your lap times.



Activate one of your Triple Mushrooms on the slowest part of each lap.

BATTLE MODE

Number of Players 2-4



BALLOON BASH

In Battle Mode, up to four drivers face off against each other in one of four special arenas. Each arena is loaded with items to use against your opponents and areas that can be used to ambush unsuspecting drivers. The three balloons attached to your Kart are like a life meter. If you lose them all, you can't win, but in three or four-player battles, you'll turn into a Mini-Bomb Kart once you lose your balloons. As a kamikaze, you have but one blast to use against the remaining drivers. Make it count!

DRIVERS

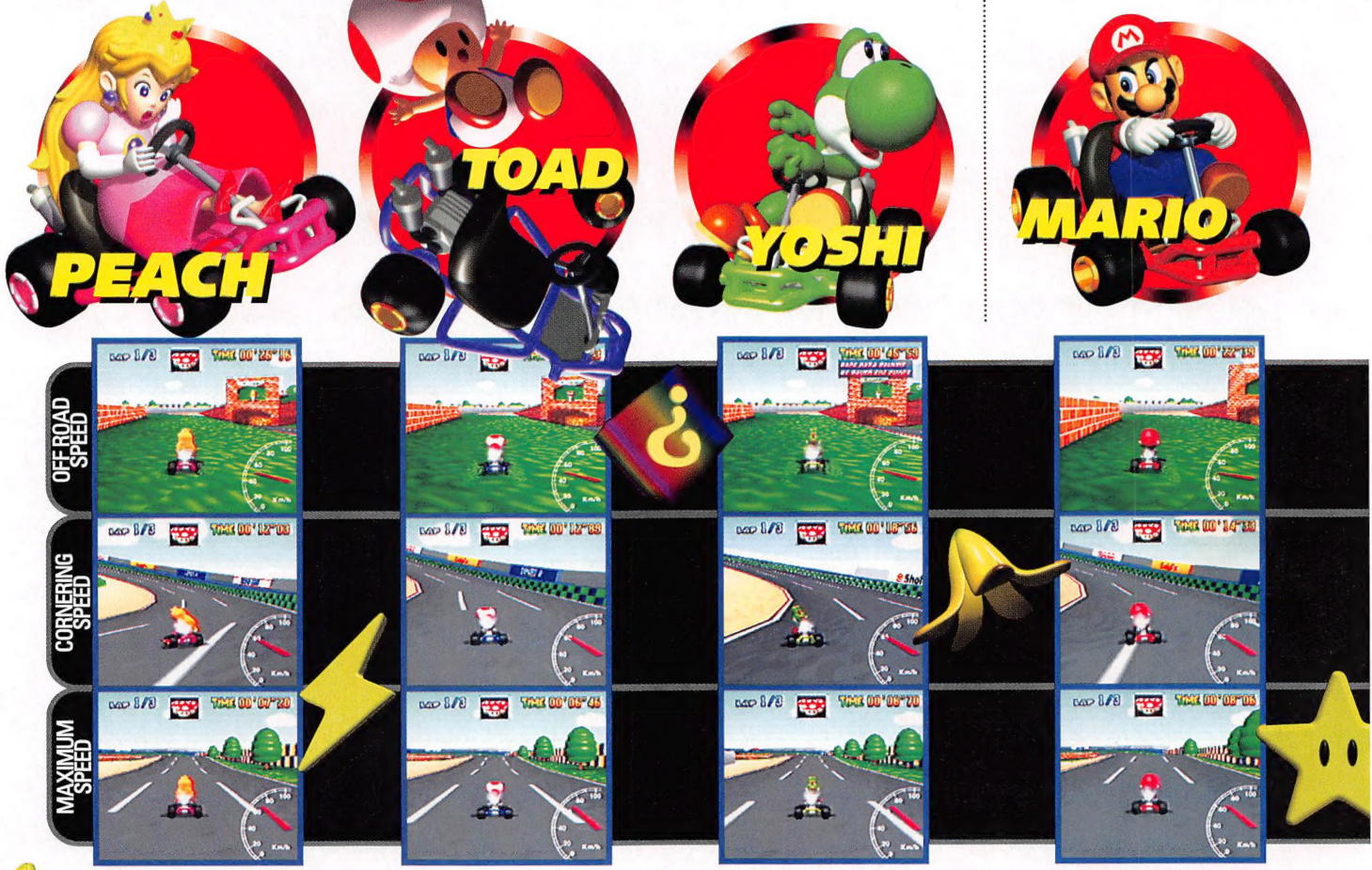
EACH OF THE EIGHT DRIVERS IN THE GAME FALLS INTO ONE OF THREE CLASSES: LIGHT, MIDDLE OR HEAVY. MOST PLAYERS FIND THAT ONE CLASS BEST FITS THEIR DRIVING STYLES, BUT YOU CAN WIN WITH ANY CHARACTER.

LIGHTWEIGHTS

Peach, Toad and Yoshi fall into the lightweight class, the most popular class for setting Time Trials records. With an edge in maximum speed and good acceleration, they are hard to beat in a flat-out race. On the downside, light Karts lose speed in corners unless they are power-sliding and they don't take hits from other Karts well. In Battle Mode or Vs. Mode, light Karts can be a liability.

MIDDLE

Mario and Luigi make up the middleweight class. They are both well-balanced characters, but their acceleration is the slowest of any



SPEED PLUS

Maximum speed is the top speed your Kart can attain while accelerating along a straightaway, but you can edge the speedometer even higher with certain techniques. Obviously, you also have to consider the class of Kart you're driving. The 50cc Karts move slower than the 100cc and 150cc Karts. In the four examples below, Peach demonstrates the difference between Kart classes. You can tack on extra speed by using the mini-turbo and items such as the Super Star. If you have the Star, nothing will slow you down while it is activated.

60kmh

70kmh

80kmh

90kmh

EWEIGHTS

class. You wouldn't want to use them in the Time Trials Mode, but they might be just right for the rigors of the Mario GP.

HEAVYWEIGHTS

The big boys in the heavyweight class are Wario, Donkey Kong and Bowser. Even though they are heavy, they aren't slow pokes. Their weight helps them keep up momentum in turns and knock over lighter opponents when they crash into them. Their acceleration is slower, though, and they will lose a lot of speed if you drive them off the track. The strength of the heavies makes them ideal for Battle Mode and Vs. Mode.

DRIVING TECHNIQUES

DRIVERS NEED TO DEVELOP MANY SKILLS IF THEY WANT TO STAY IN THE RACE. IN THIS SECTION, YOU'LL LEARN WHAT IT TAKES TO BECOME A GREAT DRIVER. THEN, YOU JUST NEED TO PRACTICE.

CONTROLS

Like any race driver, Mario Kart players need to know their machines. Once you master the basics listed below, you'll be ready for the championship techniques covered on the next page.

HANDLING (CONTROL STICK)

The N64 Control Stick gives you great control. Push it just a bit and your Kart will edge in that direction, but push it all the way and your Kart may spin out. You'll lose less speed with light movements.

ACCELERATOR (A BUTTON)

The A Button is your gas pedal. Most of the time you'll have your thumb pressed to the plastic. At the start of a race, push the gas just before the green light to get an extra boost off the line.

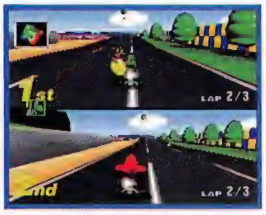
BRAKES (B BUTTON)

Once you've mastered the power-slide technique, you'll use your brakes very rarely. You just lose speed if you do. In the Battle Mode, however, being able to stop and ambush an opponent can be useful.

ITEMS (Z BUTTON)

The Z Button underneath the Controller (or the down C Button) activates items to be used during a race. It also allows you to pick an item from the images scrolling by in an Item Box and drag some items behind you.

JUMP (R BUTTON)



The small jump can be useful in several ways. You can jump over some dangers such as bombs or gaps. You can also grab some floating items. Timing your jumps right requires practice.

VIEW (TOP C BUTTON)

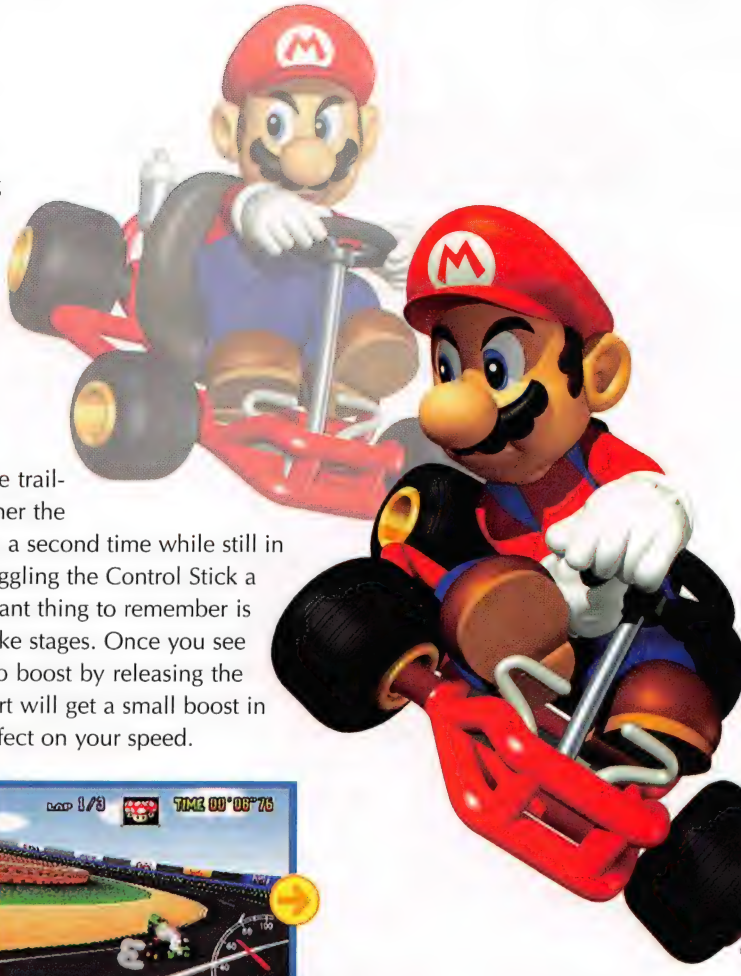
You have two camera perspectives in Mario Kart 64. The standard view shows your Kart in the close foreground, while the wide-angle view shows your Kart farther ahead.

DASHBOARD (RIGHT C BUTTON)

Pushing the right C Button brings up a dashboard display. The three options are shown here and may vary depending on which mode you are in. Use them when you need the info.

POWER SLIDE

The power slide described here is the best technique for getting ahead and turning in record times. The mechanics are simple enough—you push the R Button and move the Control Stick in the direction of the turn, then quickly back in the opposite direction—but mastering the technique can take time since you handle every corner in a slightly different way. And if you pump up your power slide, you can get extra speed with a mini-turbo boost.



SMOKIN' TIRES & MINI-TURBOS

When you successfully perform a power slide, you'll notice smoke trailing behind your Kart. The first time you perform the slide in a corner the smoke appears white. If you move the Control Stick back and forth a second time while still in the slide (holding the R Button down), the smoke turns yellow. Waggling the Control Stick a third time during the slide produces the orange smoke. The important thing to remember is that you must stay in the slide to reach the yellow and orange smoke stages. Once you see the orange smoke trailing from your Kart, you can get a mini-turbo boost by releasing the R Button. Your character will make a triumphant sound and the Kart will get a small boost in speed. Releasing the R Button on white or yellow smoke has no effect on your speed.

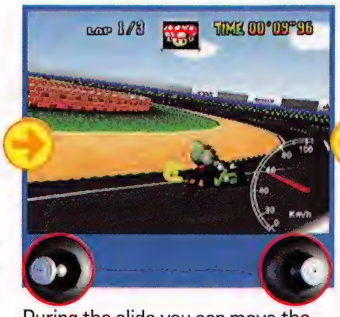
Approaching the turn, you may angle your Kart in preparation for the start of the power slide.

Push the R Button and the Control Stick in the direction of the turn at the same time to begin the slide.

Quickly push the Control Stick back in the opposite direction while continuing to hold R. You'll get white smoke.

KEEPING CONTROL

Push the Control Stick to the left or right and push the R Button at the same time to initiate a power slide, then push the stick in the opposite direction to control the slide. You can steer slightly during the slide, but if you hold the stick too long in one direction, you'll spin out or lose the slide. While power-sliding around a corner, the nose of your Kart points toward the inside. So, if you hold the Control stick too long in that direction, you'll spin inward and slow dramatically or stop. If you hold the stick too long in the opposite direction, you'll lose the power slide.



During the slide you can move the Control Stick back and forth to pump up the slide's power.

Moving the Control Stick back and forth a third time produces the orange smoke. You're now ready for the mini-turbo.

Release the R Button while you have orange smoke to produce the mini-turbo speed boost.

Use the Control Stick to make steering adjustments while you power-slide.

ROCKET BOOST

When Lakitu floats into position at the start of a race, keep your thumb off the accelerator. Press and hold A just before the green light comes on. If you time it right, you'll be Rocket Boosted up to maximum speed! This technique also works when you go out of bounds and Lakitu has to bring you back. Press and hold A just before you touch the track to receive a small Rocket Boost.

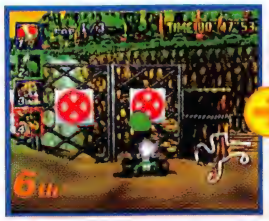
Though it's difficult to steer while being boosted, you'll be able to catapult yourself to an early lead.

There will be times when you'll have to use a Rocket Boost and power-slide at the same time.

The Rocket Boost can help you regain lost ground (and some of your bruised pride!) if you go off course.

REVERSE

If you get stuck against a wall, your first instinct is usually to try to hop to the left or to the right to get your Kart pointed in the right direction. A better tactic is to hold the Control Stick Down and press and hold B to throw your Kart into reverse. Press A to get back into a forward gear. You can also steer to the right or to the left as you're backing up. This maneuver is especially useful when space is tight.



Trying to force your Kart to the left or the right may just bounce you around and make you wipe out.

It's much better to just back up. Press Right as you back up to pivot your front end to the left and vice-versa.

Now press A to go forward again. You'll be under way in a lot less time and with much less hassle.

SPIN TURN

Another maneuver that's helpful for getting out of tight spots is the spin turn. To pivot in place, hold the Control Stick Right or Left and press and hold A and B simultaneously. Press A alone to start moving forward. The game "camera" will remain in place while you're pivoting then settle in behind you once you're going forward again. You can also use this move to target someone with your item!

If you're up against a wall or off course, just whip around and get yourself back on track.

You'll be used to seeing yourself from behind, so the spin turn can be a bit disorienting at first.

The spin turn is great for targeting specific enemies with your items.

QUICK RECOVER

Few rookie racers would think to use the brakes in this game, but veteran Kart drivers know how useful they can be. If it looks like you're going to hit a Banana no matter what you do, press B just before or just after you run over it. If you're lucky, you'll avoid spinning out. This trick also works if you crash into a wall. You may still slow down or stop, but you may not wipe out completely.

If you think that a Banana has your name on it, then slam on the brakes just before or after you run over it.

If you hit the B Button in time, a musical note will appear above you and you won't spin out.

Even though you'll slow down, you won't lose as much time as you would if you wiped out.

ITEMS

THESE SUPER-POWERED ITEMS WILL HELP YOU ALONG THE ROAD TO VICTORY. ITEMS ARE AWARDED AT RANDOM, BUT YOUR POSITION IN A RACE DOES AFFECT YOUR CHANCES OF GETTING ONE ITEM OR ANOTHER.

SHELLS

GREEN SHELLS

Green Shells are like unguided rockets, and hitting your opponents with them will make them crash. Press the Z Button to launch a single shell straight ahead or hold Down as you fire to shoot to the rear. You can also drag a shell behind you as a shield by pressing and holding the Z Button. Release the button to fire. If you have a Triple Green Shells item (you'll see three shells in your Item Window), press the Z Button once to make them whirl around your Kart in a protective shield. Press Z again to fire. If you fire them all at once, they'll fan out in a triangular pattern. As long as you have even one shell in your revolving shield, you can just run into other Karts to take them out.

Green Shells will often bounce around a course for a long time. Watch out for ricochets!

RED SHELLS

Red Shells are similar to Green Shells, except they will home in on the nearest enemy Kart. Red Shells do have a weakness, though: they can turn and swerve a little, but not a lot. They'll travel a fairly straight path to their target, and they can be stopped by walls or obstacles.

SPINY SHELLS

Spiny Shells are also homing shells, but instead of going after the nearest Kart, they will target whichever Kart is in first place. (If a new Kart takes the lead, a Spiny Shell will switch targets.) They have unlimited range and will steer around turns and obstacles, but not other Karts. In fact, any Kart that crosses its path will take a tumble!

MUSHROOMS

When activated, Mushrooms will temporarily boost your Kart far past its normal top speed. Besides giving you passing speed on the track, Mushrooms will also allow you to shortcut across off-track areas and not be slowed down by sand, water or snow. Hitting a wall or an obstacle, however, will cancel any Mushroom-powered speed boost. You might be tempted to use Triple Mushrooms one right after the other, but to get the maximum benefit, always let one Mushroom boost run its course before you activate the next one. The glowing Super Mushroom, on the other hand, will give you unlimited speed boosts over a short period of time, so go ahead and use it as much as you want.

Use mushrooms to blast along straightaways, up hills and through off-track areas.

KEY

- Mushroom
- Mini-turbo
- Bomb
- Item Box

BANANAS

Unless a driver is quick on the brakes, running over a Banana will cause a Kart to skid out of control and come to a stop. You can drop Bananas in narrow sections of the track, you can drag them behind you as a shield by pressing and holding the Z Button (release the button to let go), and you can shoot them forward by holding Up when you fire. Another good tactic is to drag a Banana behind you and then swerve in front of another Kart to send it spinning. If you have a Banana Bunch, press the Z Button once to string them out behind you. Press Z repeatedly to drop them one by one.

Bananas are the most underestimated items in a Kart driver's arsenal, but the innocent-seeming fruit can be a deadly offensive weapon. You can use the swerve attack mentioned above, and you can also catch an opponent ahead of you by surprise. Line up behind your enemy's Kart and shoot a Banana forward. If you do it at the proper range, the Banana will land right in front of your opponent's Kart and give him or her no time to react. Wipe out!

Lay a string of Bananas diagonally across the track just before a ramp or a jump.

Another great place for them is just around a sharp corner.

If you don't slam on the brakes in time, this is the unhappy result!

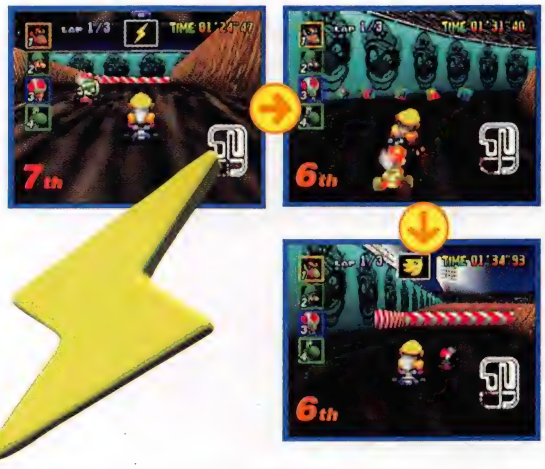
To be particularly nasty, drop a Banana or Banana Bunch in the middle of a group of Item Boxes.

SUPER STARS

Super Stars will always be a welcome sight in your Item Window. Besides giving you a burst of speed similar to a Mushroom's boost, they will also make you invincible temporarily. Shells, Bananas and other items will have no effect on you, and you'll be able to pass through snowmen, moles and other obstacles without a scratch. A Super Star's powerful aura will also allow you to run right over your opponents. One touch from you will cause them to crash, just as if they'd slipped on a Banana or been hit by a shell!

LIGHTNING BOLTS

Lightning Bolts are the ultimate payback, the ultimate equalizers in any race! Unleashing the awesome power of a Lightning Bolt will temporarily cause every other Kart to shrink and travel much more slowly than usual, giving you an opportunity to make up or gain precious seconds. On top of that, if you hit another Kart while it's small, you'll literally flatten it! Though you never want to be too far back in the pack, the worse your position in the race, the better your chances are of getting a Lightning Bolt.



BOOS

Boos can be useful in many different situations. When you activate a Boo, you'll become intangible so that Karts, items and obstacles pass right through you, and you'll steal an item right from an opponent's Item Window and place it in yours! This is especially useful in the two-player Vs. Mode and in the Battle Mode. While you won't be able to steal whirling shell shields or any shells or Bananas that are being towed, at least you won't have to worry about being hit by them for a little while.

FAKE ITEM BOXES

Last, but not least, the Fake Item Boxes are great "stealth" weapons that will give an inattentive driver a rude wake-up call. They look just like normal Item Boxes, except the question marks on them are upside-down. Fake Item Boxes are actually cleverly disguised bombs that will send a Kart into low orbit. The best and sneakiest strategy is to drop one off among a group of real Item Boxes, especially if they're sitting just around a corner. If you're lucky, your opponents won't have time to figure out which boxes are real and which one is a fake!

Hold on to a Fake Item Box until you see some real Item Boxes.

The only danger is forgetting which box is which!

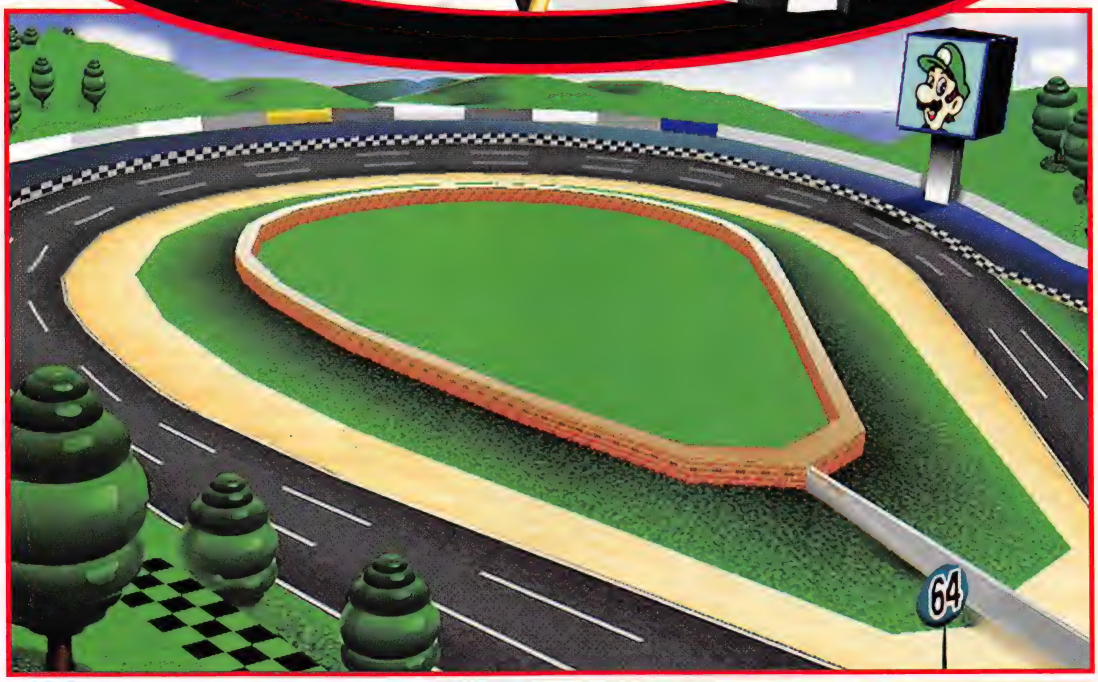
RIO

CUPS & COURSES

DRIVERS, START YOUR ENGINES!

YOU'VE TAKEN A FEW PRACTICE LAPS, AND YOUR KART IS PURRING LIKE A KITTEN. NOW IT'S TIME TO GET OUT THERE AND DO IT FOR REAL. THE FOLLOWING PAGES CONTAIN DETAILED MAPS FOR EVERY RACE COURSE AS WELL AS EXCLUSIVE MARIO GP AND VS. MODE STRATEGIES AND TIME TRIALS TACTICS. WE'VE EVEN INCLUDED SAMPLE NOVICE, INTERMEDIATE AND ADVANCED TIME TRIALS RECORDS THAT YOU CAN USE TO GAUGE YOUR OWN RECORD-BREAKING RUNS. WHETHER YOU'RE A NOVICE RACER OR A VETERAN ROAD HOG, THIS GUIDE WILL HELP CATAPULT YOU INTO THE WINNER'S CIRCLE!

MUSHROOM CUP
LUIGI RACEWAY



COURSE LENGTH: 717m

STOCK KART START

YOU CAN CUT YOUR TEETH (AND POSSIBLY, SOMEONE ELSE'S TIRES!) ON THIS SIMPLE BUT FAST COURSE. SWITCH OVER TO THE SPEEDOMETER VIEW AND KEEP AN EYE ON YOUR SPEED AT ALL TIMES.

SLIP-SLIDING AWAY!

Possibly the most important element of the power slide is knowing how to "aim" your Kart as you begin the maneuver. Remember that if you begin a slide while on the inside of a turn, you'll quickly slip to the outside, and vice-versa.

With wide lanes, you can begin a power slide as soon as the track begins to curve.

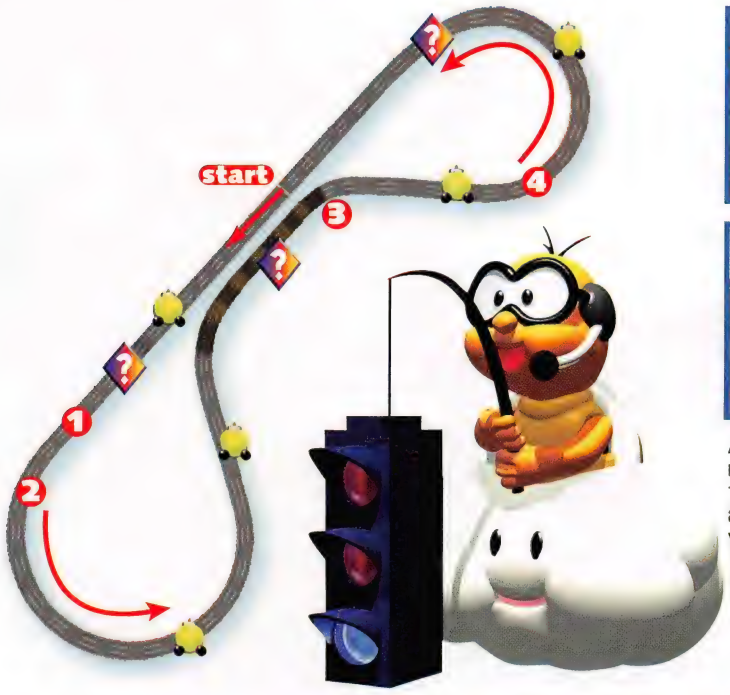
Practice the angle of your slide so you'll have a clear path to use the mini-turbo.

STRATEGIES
GRAND PRIX AND VS. MODES

1 SPINY SHELL

After the first lap of a Mario GP race, a Luigi balloon will appear above this course dangling an Item Box. Collect this box to receive a Spiny Shell. Wait until the balloon reaches its lowest point, then jump.

Use the balloon's shadow to gauge when to jump up to reach the Item Box.



2 ITEM BOOST

An early lead is hard to beat, so use a Mushroom, Super Mushroom, Super Star or Triple Mushrooms right off the bat. Don't waste Triple Mushrooms by using them too quickly. Let one nearly run out before you activate the next one.

3 TUNNEL TURBO

A mini-turbo will help you maintain speed as you go up the hill. Drop Bananas or fire a Green Shell behind you as you go.

Depending on traffic, you can power-slide as you enter the tunnel and at the bottom of the slope. You can also use a Mushroom or some other speed power-up as you go up the hill. You might want to save a Super Star, a Super Mushroom or Triple Mushrooms for the next turn.

This is also a good spot to use a single Mushroom. Use it just as you begin to climb.

Stay steady on the stick: crashing into a wall or barrier will cancel out a power slide or power-up.

4 SANDY SHORTCUT

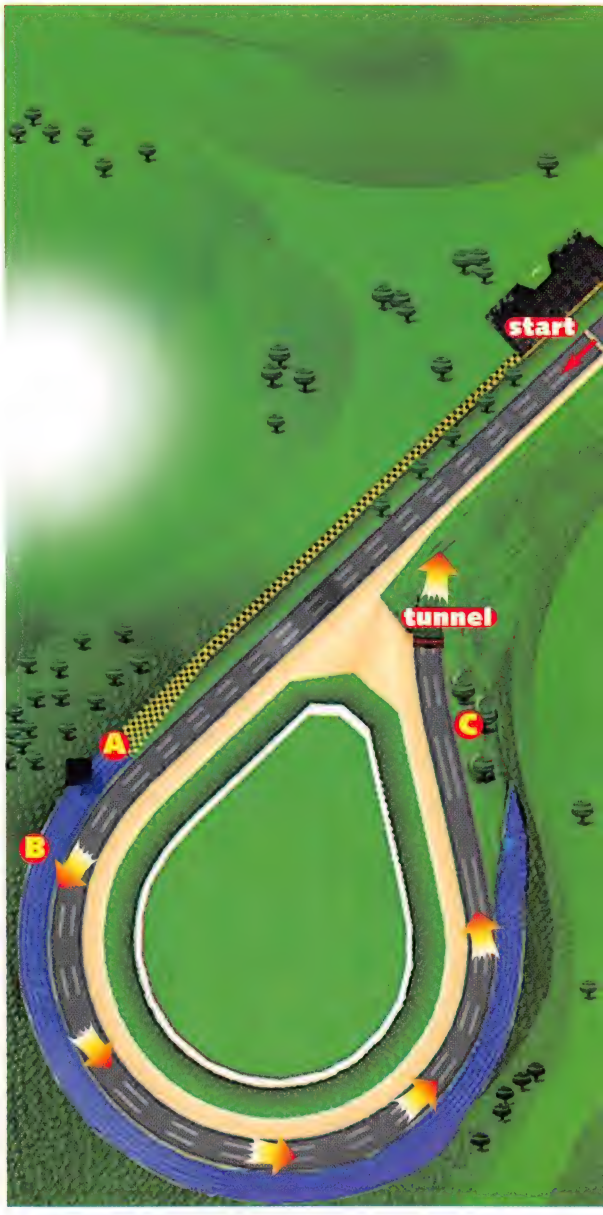
The second big loop is just a bit smaller than turn one, and you can cut across the sandy infield here if you have a Super Star, a Super Mushroom or Triple Mushrooms. A single Mushroom won't give you enough zip to cross the entire expanse, but it is good enough to cut a slice off the corner.

Skipping across the infield can shave precious seconds off your time.

Power-slide while using a speed-boosting item, then activate the mini-turbo.

TACTICS
TIME TRIALS MODE

Novice	**1:59.54**
Intermediate	**1:51.11**
Advanced	**1:46.61**



A POWER-SLIDE STRATEGY

The blue lines indicate where on the course you should use the power-slide technique, while the arrows show where you should let go of the R Button to activate a mini-turbo. The power slide will allow you to maintain most of your speed in a turn, but you must cycle through it quickly or you'll eventually slow down or spin out. Take a few practice runs around the track before you try to break the record.

Steering is difficult while sliding. You must anticipate the angle of your slide and figure out where you'll end up.

B MINI-TURBO X 5

The wide lane allows you to start power-sliding early. If you cycle through your slides very quickly, you should be able to get at least three mini-turbos in turn one, and if you're really quick on the stick, you can get up to five! If you hold a power slide too long, you'll slip farther inside or outside of the lane and be forced to zig-zag back and forth to stay on the track. You'll waste time and lose momentum.

Your last power slide should bring you out onto the straightaway. Watch your angle!

C INTO THE TUNNEL

Depending on the angle of a turn, you might have to start power-sliding while you're still on the straightaway. In this case, start on the left side of the track before you enter the tunnel, then activate the mini-turbo as you go down the slope. You'll be facing a bit to the right, so aim yourself so you don't hit the right wall.

D UP THE HILL

You can also power-slide while you're going up a hill. You'll eventually slow down, but you won't slow down quite as fast as you normally would. Start power-sliding at the bottom of the dip and activate the mini-turbo just as you exit the tunnel to boost yourself up towards the next turn.

E MINI-TURBO X 4

This turn is shorter and sharper than the last, but you can still eke out four mini-turbos on this stretch if you plan your approach carefully. The key is to keep your Kart on the left side of the lane and just skim the sand on the edge of the track. If you power-slide quickly enough, the sand won't have a chance to slow you down very much.

You'll slide in the direction the right side of your Kart is facing. The key to aiming yourself is the initial hop and pivot.

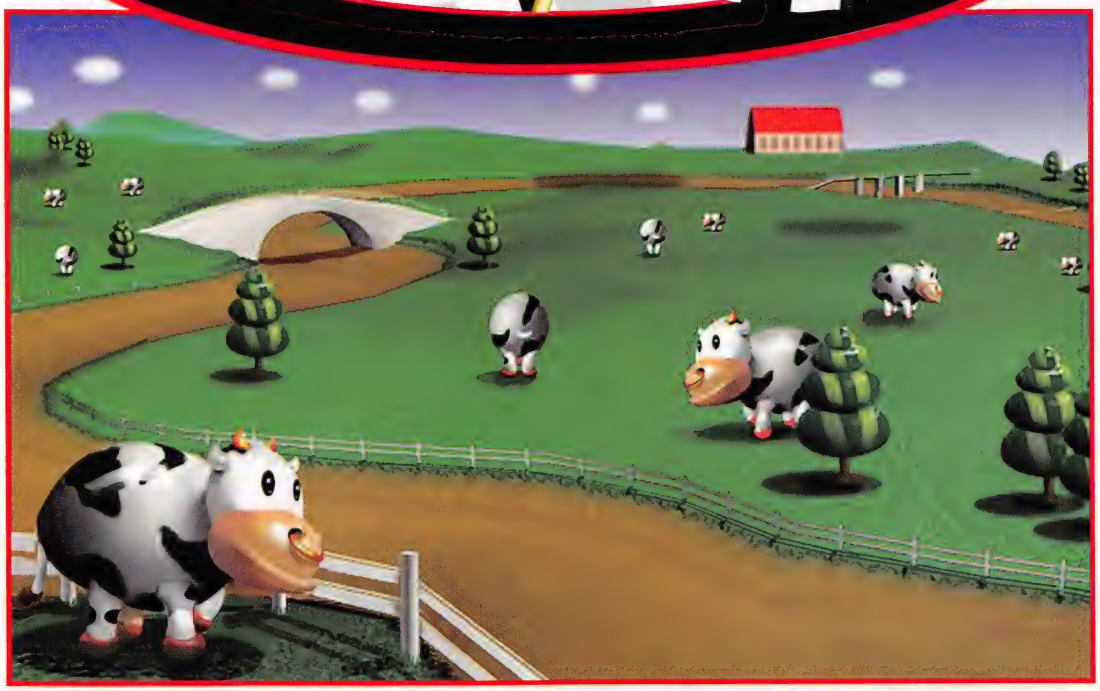
F TRIPLE TIME

For the best benefit, use all your Triple Mushrooms in a single lap on this turn. Power-slide as you go, and use mini-turbos along with your mushrooms.

As in the Mario GP and Vs. Modes, this is an ideal spot for using power-ups. In the Time Trials, you'll get a single Triple Mushrooms item. Some drivers use them to jump start their Karts if they get into trouble or to boost their speed on the straightaways, but you can shave a lot of time off one lap if you use them one after the other on this turn.

MUSHROOM CUP

MOO MOO FARM



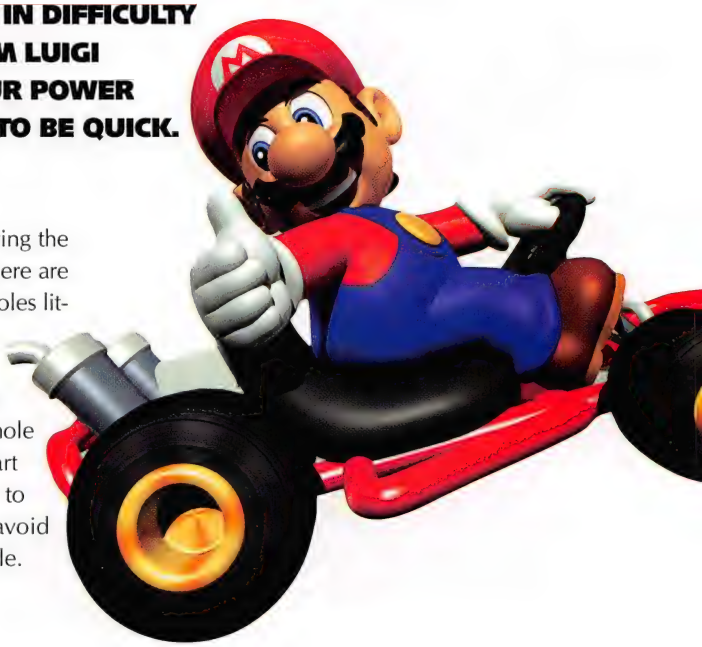
COURSE LENGTH: 527m

MOOVIN' ON

THE MOO MOO FARM COURSE IS A STEP UP IN DIFFICULTY AND A STEP DOWN IN TRACK QUALITY FROM LUIGI RACEWAY. THE BUMPS CAN INTERRUPT YOUR POWER SLIDES, PUTTING MORE PRESSURE ON YOU TO BE QUICK.

MOLE HOLES

You'd think there was good money in mole farming, considering the huge number of pesky little rodents there are around here! There are several patches of holes littering the track, and moles will pop up out of them as you go by. A mole can stop your Kart dead, so it's best to turn wide and avoid them if at all possible.



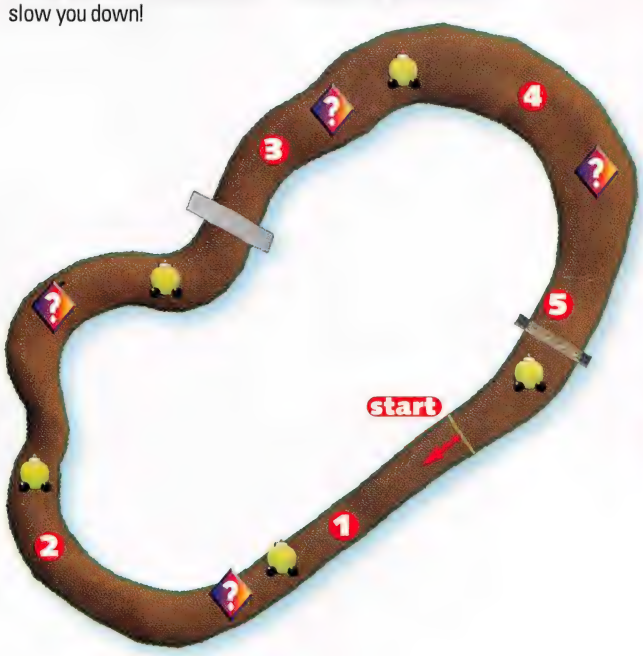
STRATEGIES
GRAND PRIX AND VS. MODES

1 CENTER LINE

Bumps in the track will make you lose speed, whether you're power-sliding or just cruising along. Keep to the center of the track whenever possible. Heavier drivers should be very aggressive on this course and force their opponents over bumps and into the mole holes.

Unless you're cutting a corner, stay off the slopes on the side of the course. The incline will slow you down!

You should jockey for position at the center of the track where it's smoothest.



2 MOLE BUSTERS

Getting a Super Star will help you cut corners and make up for lost time.

The Super Star and the Boo items will protect you from the moles and allow you to barrel through their midst without fear. You'll be able to cut the bigger corners and a good chunk of your running time with a couple of these handy items.

3 LOCK AND LOAD

Red Shell locked on target...fire! Haha! I'm the best!

This open stretch on the track is one of the best places to use homing Red Shells. Red Shells can travel for long distances, but they tend to move directly towards their target Kart. If your opponent ducks around a curve or obstacle, there's a chance the shell will turn and hit a wall instead.

4 MORE MOLES

There is a pattern to the moles' movements, but you'll probably be going too fast to take advantage of it.

There are two mole hole fields on the back stretch, with the second one hidden behind a low hill. Once again, it will be best to power-slide around the middle of the turn or use items like Super Stars or Boos to cut inside. This is also a great place to drop Bananas and Fake Item Boxes.

5 INSIDE TRACK

Shave a lot off your time by cutting between the bridge post and the fence on the inside of the last turn. As you pass the last groups of Item Boxes and moles, start power-sliding on the outside of the track and aim yourself toward this spot or use a speed-boosting power-up as soon as you clear the turn. Drop bananas as you go to foil anyone following you.

TACTICS
TIME TRIALS MODE

Novice	**01:33.51**
Intermediate	**01:26.72**
Advanced	**01:22.19**

A HEAD START

Because of the bump in the track around turn one, you probably won't be able to get more than three power slides out of it. You can start your first slide fairly early, though, and activate a mini-turbo just as the track begins to curve. Try to stay centered through the entire turn.

B DODGE CITY

Your racing instincts will tell you to cut corners, but that can be hazardous to your health and driving record on this track. You'll have to take the turn wide here, just to avoid the moles, but then you'll be able to set up for a power slide. If you angle yourself just right, you'll be able to activate a mini-turbo as you enter the small S-curve just past the moles.

Taking an inside line on this turn is an unnecessary risk.

Dodging moles will mean a slightly longer, but much safer, time trial.

C BRAND-NAME POWER

Start another power slide as soon as you see the Nintendo logo on the track. You might end up fairly high in the turn as you're sliding, but if you cycle through quickly, you should be able to execute another power slide just before the bridge without having to compensate very much.

D TURBO HAPPY

Even though the course is fairly straight here, the wide lane gives you ample room to power-slide. Start your maneuvers as soon as you cross beneath the bridge. With practice, you should be able to squeeze in up to five mini-turbos between the bridge and the Finish line.

E CUTTING IT FINE

Both sets of mole holes along this stretch jut far out into the center of the lane. As you hit power slide after power slide, you'll tend to angle in towards the holes. You'll have to concentrate on activating your mini-turbos as you're facing inward, then immediately start another slide so you slip toward the middle or outside of the track again.

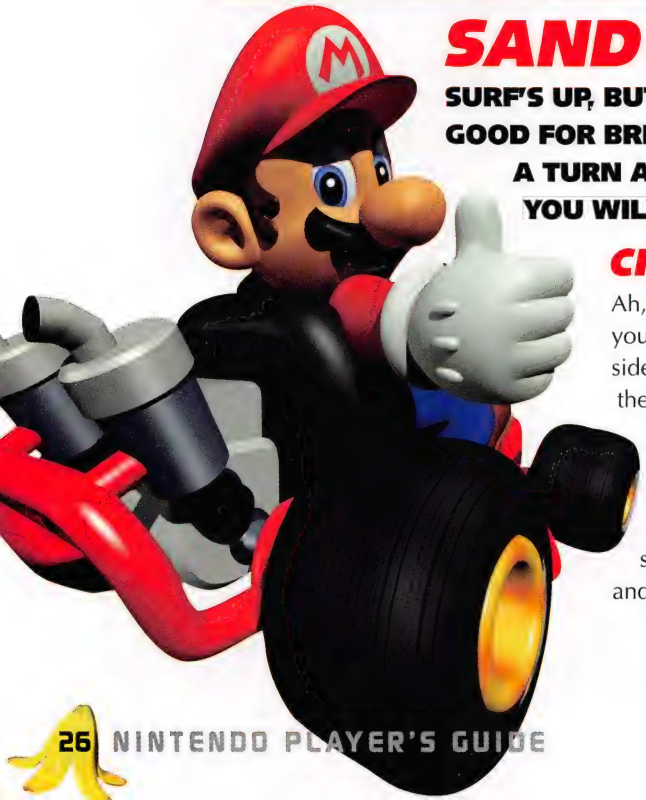
F INSIDE LINE

As in the Mario GP and Vs. Modes, you'll want to aim yourself down this last straightaway and cut the corner between the bridge post and the fence. If you aren't able to set up a power slide properly, use one of your Triple Mushrooms. If you do power-slide successfully, then use your Triple Mushrooms to boost yourself through the Finish line.

MUSHROOM CUP

KOOPA TROOPA BEACH

COURSE LENGTH: 691m



SAND TRAP

SURF'S UP, BUT WHAT'S GOOD FOR HANGING TEN IS NOT NECESSARILY GOOD FOR BREAKING SPEED RECORDS. IF YOU'RE SQUEEZED OUT ON A TURN AS THE WAVES ROLL IN, THE SPARKLING TRACK BENEATH YOU WILL RAPIDLY TURN INTO A SANDY BOG!

CRAB GRAB

Ah, the tropics–soft breezes wafting through your hair and little red crabs nipping at your sidewalls! Besides the traction-thwarting sand, there are also platoons of tire-popping crabs stationed at strategic points along the shore. These little nippers will send you skidding out of control and out of contention.

Hitting a crab is as bad as hitting a Banana: time and opponents will quickly slip by!

The crabs are located at specific points. Remember where they are and plan ahead.

STRATEGIES
GRAND PRIX AND VS. MODES

1 TUNNEL TRAVEL

Run up this long ramp at full speed (you may want to use a Mushroom or other item) and jump into the tunnel. You'll emerge from the waterfall on the opposite side of the island, bypassing a good 20% of the course.

Press the R Button just as you reach the top of the ramp to jump.

The narrow tunnel is a great place for laying traps.

2 TEMPORARY BRIDGE

Though it won't save you as much time as the tunnel route, it's much easier to take advantage of this shortcut across the bay. Instead of driving under the arch, steer to the right around the rock. As you round the corner, the tide will recede, temporarily exposing a bridge of sand. Hustle across before the waves come back in!

The waves will go out as you round the rocks. Use a speed-boosting item to zip across, if you have one.

3 SKY HIGH

Most drivers bypass this ramp, thinking it better to power-slide around the right side of the boulder. If you're in desperate need of an item, however, drive up the ramp to find an Item Box. Go straight up the ramp and hold your course throughout the maneuver; if you swerve too much, you could end up hitting the cliff or sailing into the water.

You must be going at maximum speed to hit the floating Item Box. If you have a good angle on approach, use a speed-boosting item.

4 SANDY BLAST

The tide will sometimes go out when you reach this point. Use a Super Star, a Super Mushroom or Triple Mushrooms to slice across the shallows. You can head for the Finish line or strike out for the peninsula across the bay. Even though you'll be off the course, the lap will count!

This shortcut can be risky, depending on the tide. We recommend taking a smaller shortcut in the Time Trials, but you can afford to take a bigger cut and a bigger risk here.

TACTICS
TIME TRIALS MODE

Novice	**2:01.30**
Intermediate	**1:49.14**
Advanced	**1:32:42**

A KART RACING IN PARADISE

The straightaway off the Starting line is very short, and it leads you right into a rock wall. It may seem impossible at first, but the idea here is to get a Rocket Boost, then immediately power-slide. Steering is difficult while you're boosted, but even if you don't get a mini-turbo, a slide will actually help you slip around the turn. Power-slide in the opposite direction to get around the next curve to the left.

You must power-slide immediately after the race begins. The mini-turbo will help power you around the curve.

B KOOPA TROOPA ROCK

As you round this corner, a huge, Koopa-Troopa-shaped rock will loom into view. You might be tempted to go to the left, thinking it's a shorter route, but that path is actually a tight S-curve. Power-slide around to the right of the rock and activate a mini-turbo just as you pass the Koopa's "head." Use the wide stretch of sand beyond to power-slide again immediately.

C BOTTLENECK

The track beyond the Koopa Troopa narrows quickly as the tide comes in. Power-slide early in this turn and activate a mini-turbo before you reach the palm tree, then immediately power-slide again to angle your Kart away from the wall. If you do it correctly, you'll first zig in towards the wall to avoid the waves, then zag away as the track widens again.

D SECRET SANDBAR

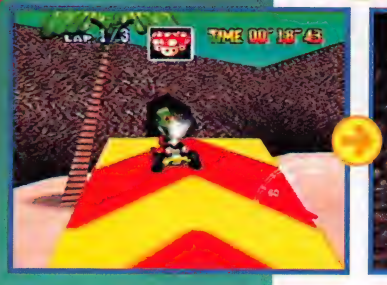
At this point, you can choose one of two shortcuts. For the longer but much easier route, head to the right around the rock, rather than through the arch. Power-slide as you come around the rock and head diagonally across the bay on the sandbar ahead of you.

Use a mini-turbo to shoot through the Shortcut

E SKIP THE RAMPS

If you decide to take the tougher shortcut, power-slide on the open stretch of sand before the arch and again immediately after. Jumping the ramps will slow you down and affect your steering, so skip them and get ready for the last, thin ramp ahead of you.

F TUNNEL TRIP



Head for the slim ramp near the cave at full speed. Press the R Button to hop just as you take off. The tunnel will lead you to the other side of the island. Precise steering is difficult on the sand, so if you think you're going to miss, it's better to break away early before you hit the cliff. The safest bet for making the entrance is to use a Mushroom.

G PIPELINE

Power-slide as much as you can until you reach this bay. If the tide is going out, you can use your Triple Mushrooms to cut across the entire bay, even on the last lap. This is a rare occurrence, though, so we recommend that you use one Mushroom to head straight for the Finish Line.

MUSHROOM CUP

KALIMARI DESERT

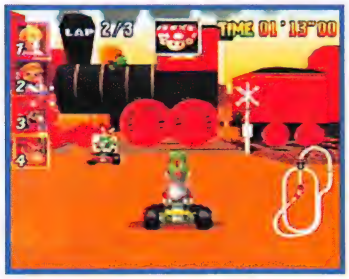
COURSE LENGTH: 527m

DESERT DANGER

THE KALIMARI DESERT COURSE HAS SEVERAL GREAT SHORTCUTS, BUT YOU CAN TAKE ADVANTAGE OF THEM ONLY IF YOU'RE LUCKY ON THE ITEM BOX DRAW. SUPER STARS AND MUSHROOMS WILL BE YOUR BEST BETS.

LIKE CLOCKWORK

The Kalimari Express is famous for its on-time record, and it will keep to a strict schedule as it travels around the course. Even if you don't get any speed-boosting items on the first lap, you can beat the train to the first crossing by getting a Rocket Boost and a couple of mini-turbos. Always keep an eye out for the train and be ready to slow down.



STRATEGIES
GRAND PRIX AND VS. MODES

1 QUICK SHORTCUT

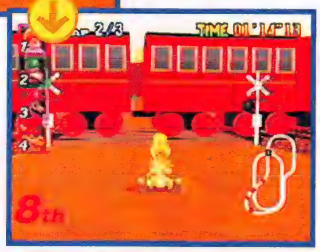
If you have a Super Star, a Super Mushroom or Triple Mushrooms, make a left just past the Item Boxes and boost yourself across the sand toward the train crossing. If you snag a good item on the first lap, you'll beat the train for sure!

Don't cut to the left too soon, and don't try this with just a single Mushroom, or you'll get bogged down.

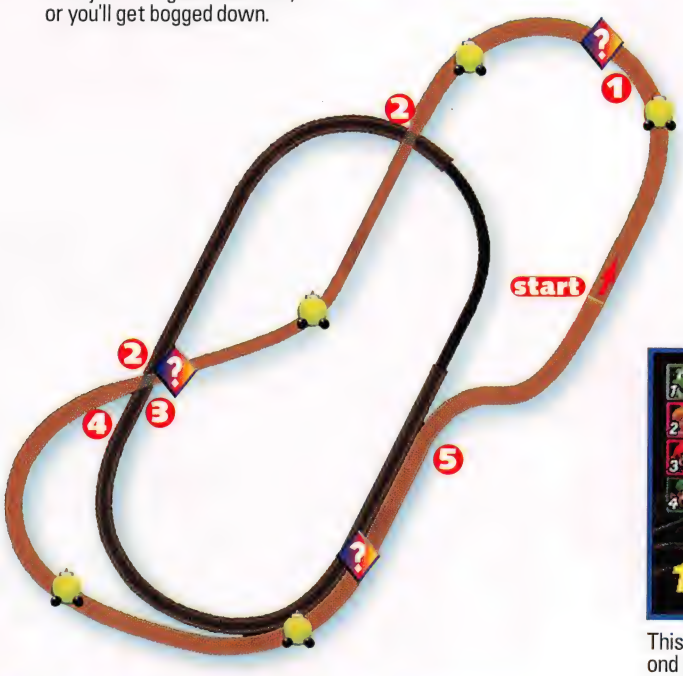
2 TRAIN CROSSING

If you don't beat the train, at least you'll have a clear view of it as it approaches. Try to gauge your speed so you don't have to come to a full stop. You can then get a jump on anyone else waiting for the train to go by. A Super Star or a Boo will allow you to pass through the train unharmed.

A "rolling stop" will allow you to get back up to speed before your opponents do. Don't try this in real life!



Once again, a Super Star or a Boo can come to your rescue—if you're lucky enough to get one, that is.



3 SUPER STAR SHORTCUT

This trick works only on the first or second lap. It will cut off a huge chunk of the track and your lap time!

If you have a Super Star on the first or second lap, turn left at the second train crossing and follow the tracks. Activate the Super Star just before you enter the tunnel. If the Super Star is still in effect as you pass the midway point in the tunnel, you'll advance to the next lap! When you emerge, turn left and get back on the track.

4 FOLLOW THE FENCE

If you don't have the right item to use the shortcut, power-slide several times through this wide turn.

Once you pass the second train crossing, activate your Super Star, Super Mushroom or Triple Mushrooms and follow the fence to the left until you reach the track again. The track loops wide along this stretch, and following this shortcut will allow you to jump ahead by a couple of seconds, at least.

5 LAST BLAST

After you pass the three billboards, the Finish line will come into view. Activate your Super Star, Super Mushroom or Triple Mushrooms and head straight for it. If you have just a single Mushroom, drive a little farther down the track and shortcut across a smaller section of the last S-curve.

TACTICS
TIME TRIALS MODE

Novice	**2:10.35**
Intermediate	**2:04.21**
Advanced	**1:58.24**

A ROCKET BOOST

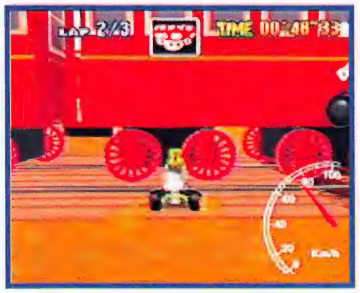
While there are lots of opportunities to shortcut turns on this track in the Mario GP, a Time Trials run is all about mini-turbos, timing and careful steering. A Rocket Boost at the start is essential. Without other Karts to worry about, you can plan your slides carefully and churn out the maximum number of mini-turbos.

B TURBO TIME

The wide lane is perfect for power-sliding, but it's easy to misjudge the angle of the turn and end up in the sand on the outside edge of the track. If you start to slide off the track, try to get a mini-turbo to boost yourself back to the course. There's a hump on the right-hand side about halfway through the turn. If you go over the hump, it could interfere with your power slide and knock your smoke back to white. Try to power-slide twice before and twice after the hump.

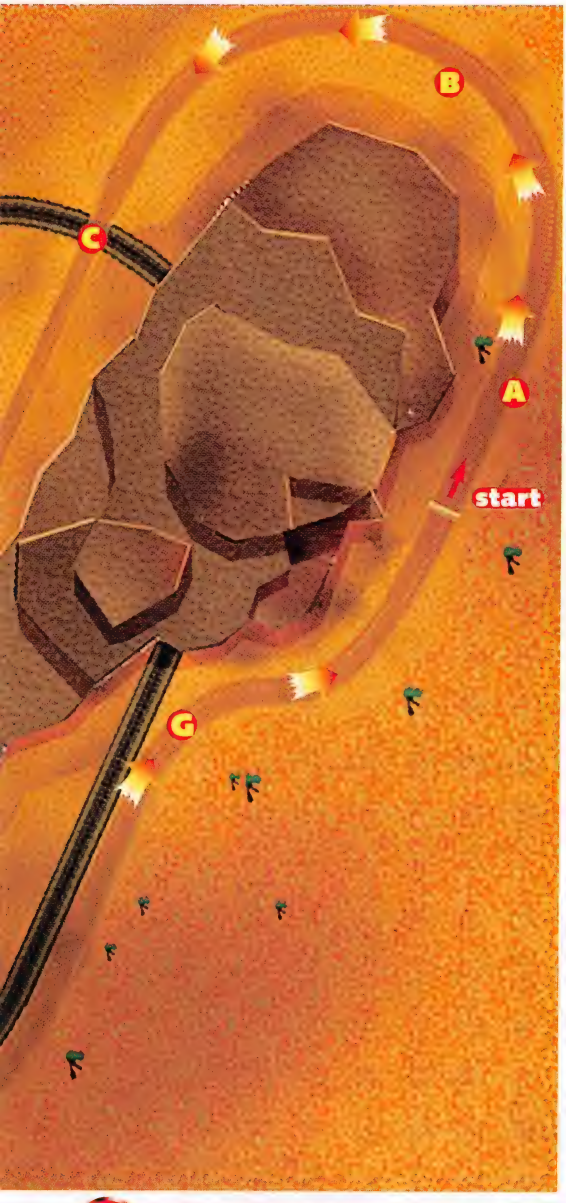
Concentrate on staying on the track. The sandy shoulders will bog you down in no time.

C TRAIN X-ING



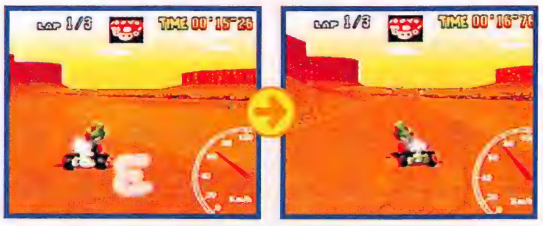
If you manage a few speed boosts, you shouldn't have any problem making it through the crossing before the train comes on the first lap. On the second lap, the train might be more of an obstacle, especially if you didn't use the Triple Mushrooms to cut the corner.

If you make it through the first crossing, you'll probably clear the second one easily, too.



D ONE SLIDE ONLY

This is your only chance for a power slide on this stretch. Start early on the right side of the track and hit the mini-turbo before you pivot too far to the right.



E TURBOS GALORE

If you don't use the shortcut across the sand, go to town with power slides around this curve. The angle of the curve changes, so you'll have to adjust your slide angle a little past the halfway point. Start on the left side of the course and check your progress after the third power slide. Don't be afraid to clip the edge of the sand to the left or right, but try not to go too far off the beaten path.

F MUSHROOMS THREE

This is your only chance for a really big shortcut here. Turn left just past the second train crossing and use all of your Mushrooms to follow the fence across the sand. You can do this on any lap, though some drivers save it for the last lap. This may be your last, best chance to make up a huge chunk of time.

You can use your Triple Mushrooms on other parts of the track, but this is where you'll get the most benefit from them.

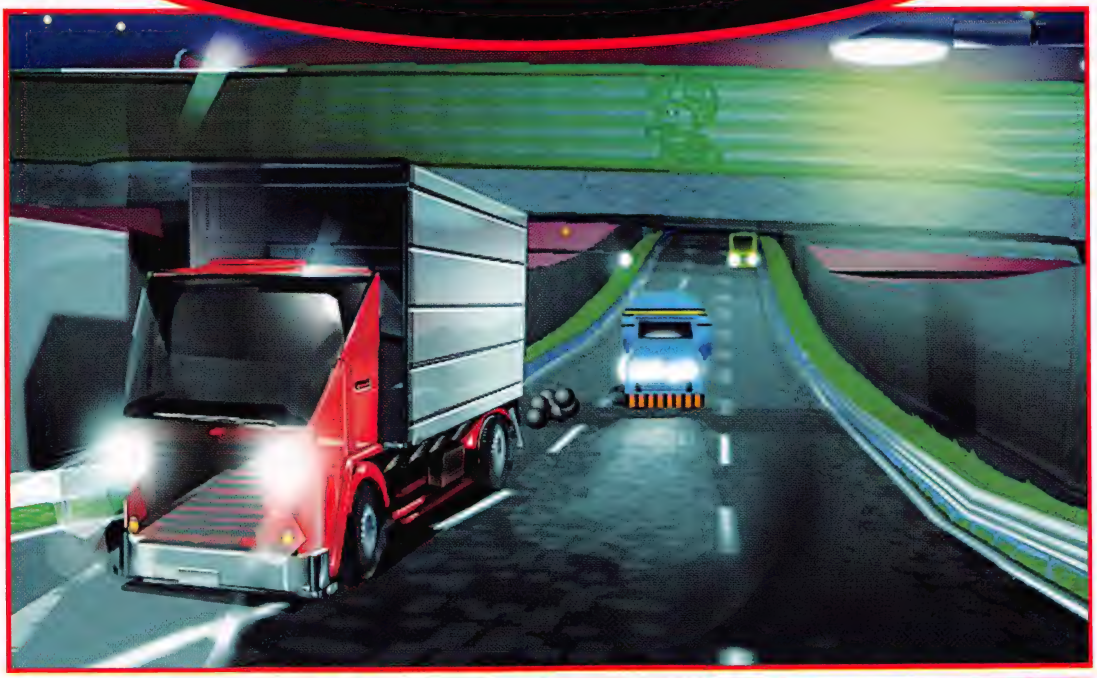
G LAZY S-CURVE

Some drivers like to save their Triple Mushrooms and use them to cut across the desert here, but it's not as big a time saver as the previous shortcut. If you don't swerve much on the straightaway, you'll be able to keep your speed up. Power-slide a little early (with the back end of your Kart going left) and punch through the sand on the right edge of the S-curve. Power-slide again immediately in the opposite direction.

When you start your second power slide, aim for the right edge of the cliff on the left. This will bring you in line with the Finish line.

FLOWER CUP

TOAD'S TURNPIKE



COURSE LENGTH: 1,036m

HIGH SPEED HIGHWAY

YOU WON'T FIND ANY CARPOOL OR KART LANES ON THIS HIGHWAY, SO YOU'LL HAVE TO MAKE YOUR OWN RIGHT-OF-WAY AS YOU BARREL DOWN THE TARMAC. THE LANES ARE WIDE, BUT THE TRAFFIC IS TIGHT!

TRAFFIC TERROR

Cars and trucks of all kinds cram this course, and their unpredictable movements make them doubly dangerous. Try to grab all the Item Boxes in a row to rob the drivers behind you of their chances at good items.

In your Kart, a crash with a small car will hurt just as much as a crash with a semi!

You'll wish for a steady supply of Super Stars and Boos to help you bypass the heavy traffic.

STRATEGIES
GRAND PRIX AND VS. MODES

1 MINI-TURBO TIME

Despite all the vehicles that will get in your way, you should be able to get at least a couple of mini-turbos out of the first long turn. Short slides can also help you slip around other cars faster and more easily than just trying to steer past them.

Try your best to get an early lead. The more traffic you can put between you and the other Karts, the better.

2 FAKE ITEM FAKE OUT

Drop Fake Item Boxes in high-traffic areas and in groups of real boxes. Most racers will be going too fast to sort out the fakes from the real thing. Scoop up all the Item Boxes in a row to deprive your opponents of ammo.

Scoop up all the Item Boxes in a row and leave a Fake Item Box behind for your fellow Karts.

Just be sure that you drive defensively and don't get caught by the same sneaky trap!

3 LONG SLOPE

While a speed-boosting item can help you practically anywhere on this course, this is where it will do the most good. This hill is longer than it first looks and will drain off a lot of your momentum. If you have just a single Mushroom, wait until you're a little way up the slope before using it.

If you use an item too early, your speed boost may run out before you reach the top, and you'll slow down anyway.

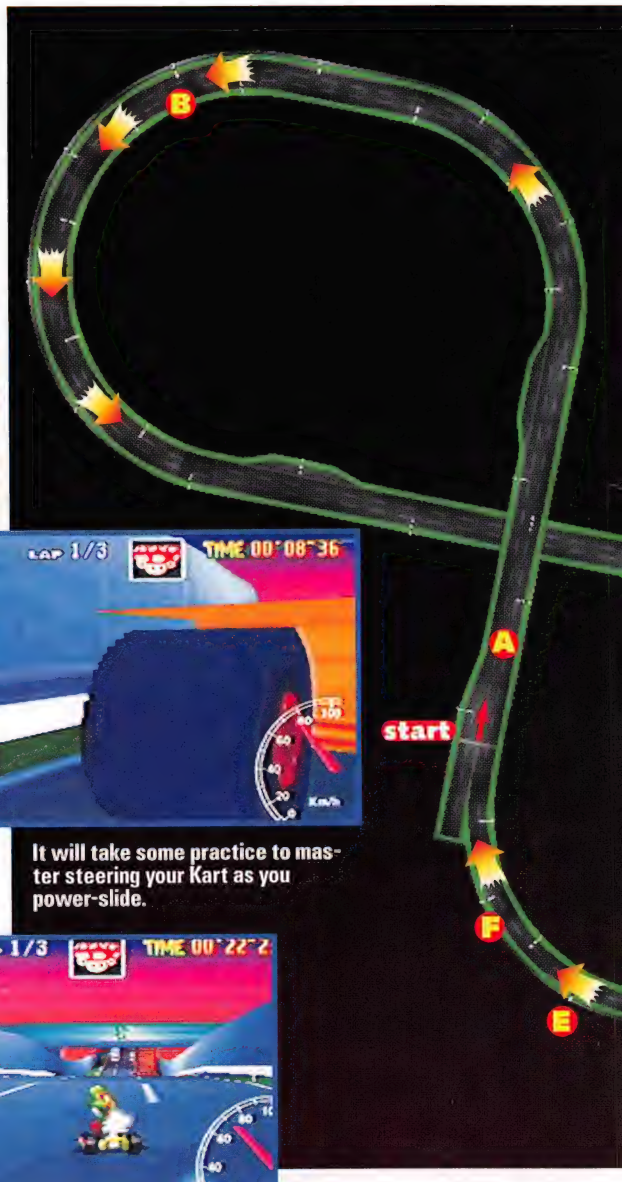
4 MAKE OR BRAKE

The traffic on this stretch is always horrendous. Unless you have a Super Star or Boo already, hit the last group of Item Boxes to see if you can pick one up. On the last lap, there's almost always a truck partly blocking the Item Boxes. If there's enough room, swoop in early, grab the first box and immediately slide back out into the lane.

This is the make-or-break point in many races. A good item may be your only hope of taking the lead here.

TACTICS
TIME TRIALS MODE

Novice	**2:56.58**
Intermediate	**2:49.64**
Advanced	**2:43.51**



A RIDE THE RAIL

A quick start is dangerous but essential. Rocket Boost from the Starting line, and use slight adjustments of the Control Stick to maneuver safely between traffic and the turnpike guard rail on the left. Power-slide after you pass the blue truck, and release the R Button for a mini-turbo boost past the bus. Remember that it is possible to steer slightly while in a power-slide. You can also use your mini-turbo boost to zoom out of tight situations.

You have to be bold to power-slide in traffic.

It will take some practice to master steering your Kart as you power-slide.

B MINI-TURBO IN TRAFFIC

The traffic isn't very heavy in the first loop of the course. Counting the one you can do in the first turn, you should be able to power-slide into five mini-turbo boosts. Hold the last power-slide until you are out of the turn and release for a mini-turbo boost into the straightaway.

C MUSHROOM BOOST

Although you might usually use the Mushroom to regain your speed after a collision on this course, in a championship Time Trials run, you have to assume you won't have any accidents. Therefore, it is probably best to use your Mushrooms, one per lap, to maintain your speed as you go up the slight slope beneath the overpass. Trigger the Mushroom just before you start losing speed as you go up the hill.

When you see the slope, hit the 'Shroom! The extra speed will keep you from losing momentum as you go up the hill.

Don't move the Control Stick when you are boosting. Turning makes you take a longer path, and it's harder to stay in control if you move it.

D NARROW ROAD AHEAD

Toad's Turnpike narrows to two lanes in the second loop. You'll want to power-slide as much as possible, but don't spend too much time sliding or you may ram into the heavy traffic in these corners. If you power-slide as quickly as possible, you might be able to get five mini-turbo boosts in this loop.

E ROAD HOGS

On your first lap, two trucks will hog the road at this point. You'll have to thread the needle between them whether you drive or power-slide. Don't panic if you don't have a clear view of your Kart. Try to power-slide and then use your mini-turbo boost to blow through the gap between the buses. Stay in control as you power-slide using the Control Stick.

Use the center line as a guide for your slide. You might lose sight of your Kart for a second as it slips between the trucks.

F THE FINAL TURN

You can get two or three mini-turbo boosts in the turn before the Starting line. Try to stay towards the inner (right) side of the road. After passing the Starting line, angle back to the left side and drive between traffic and the guard rail again.

Wait until you're out of the corner and can see the straightaway before using your second or third mini-turbo boost.

When you're in the straightaway, angle towards the left side of the road.

FLOWER CUP

FRAPPE SNOWLAND

COURSE LENGTH: 734m

WINTER WONDERLAND

THE BLANKET OF SNOW COVERING THE LAND BRINGS TO MIND THE HOLIDAY SEASON, BUT YOU WON'T BE CELEBRATING AS YOU CAREEN OUT OF CONTROL AROUND THE TIGHT, SLIPPERY TURNS!

JUST ABOMINABLE

Though they're stationary, the snowmen that dot the landscape seem to have the uncanny ability to catch your Kart just as you whiz on by. Watch for them around the first few turns and after the second set of Item Boxes.

Some snowmen are placed right in line with the logical paths for power slides.

STRATEGIES
GRAND PRIX AND VS. MODES

1 SLIDE AND POWER-SLIDE

The first half of the course is a series of tight S-curves surrounded by snow drifts. Slide and power-slide as much as you can. On the sharper turns, you might do just as well to slide over the drifts as steer around them. If you do go off-road, pump out a quick mini-turbo to plow back to the track. Use any speed-boosting item just before the crest of the first long hill to launch yourself to the next hill.

The snowmen and tight turns will make power-sliding a risky proposition at the very least.

You can use speed-boosting items on the long hills or save them to power you out of a jam.

Cycle through your power slides as quickly as you can. Use mini-turbos to cut corners.

2 SNOWMEN CONVENTION

As you enter the field of snowmen, you'll see a small snowman pop into view just to the left of the giant snowman. You can blast through this field safely if you make a beeline just to the right or left of that small snowman. If you have a Super Star or Boo, though, you can just punch it!

Using a Super Star or Boo here will definitely give you a huge advantage.

Small corrections will be very difficult, and hitting a snowman is just as bad as hitting a bomb.

3 BACK COUNTRY

After you pass the snowmen and turn left, you'll see a hill right in your path. You can use a speed-boosting item (a mini-turbo probably won't do it) to plow over the hill and back onto the track beyond. Don't go too far right or you'll end up out of bounds.

4 SHELL SHOCKED

As you slide around the turn, be ready to target any Karts heading for the bridge with whatever items you have.

The bridge is the best place on this course for an item ambush. Karts that slip on a peel, get beaned by a shell or struck by a bolt are all liable to slide or fly off the bridge. If you're in the lead, lay Bananas diagonally across the bridge or shoot a shell to the rear as you zoom across.

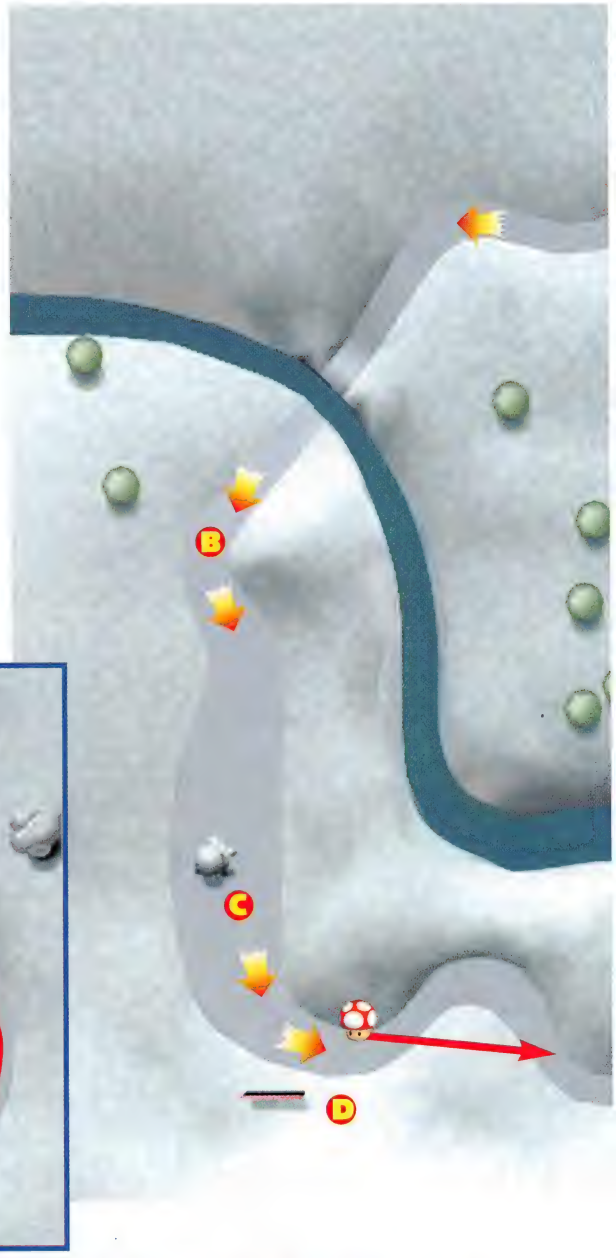
TACTICS
TIME TRIALS MODE

Novice	**2:10.45**
Intermediate	**2:05.52**
Advanced	**1:56.09**

A A MINI-TURBO RUN

Cut the corners tight for best results. Pump out your power slide as fast as you can, then release the mini-turbo!

The winding road from the Starting line to the jump over the river offers plenty of power-slide opportunities. In fact, you should be able to get five or six mini-turbo boosts in this stretch if you avoid the snowmen that show up after the second curve. As always, try to cut the corners as tightly as possible without going off the track. Off-roading in Frappe Snowland really seems to cut your speed.



B SNOWMAN'S FIELD

You can get a mini-turbo boost before you enter the big field of snowmen (including a giant Mario ice sculpture!). If you line your Kart up as shown in the photos, you'll have a straight shot through the icy obstacle course. You'll find this safe path on the right side of the snowman field, but to the left of the giant Mario.

Once you're lined up correctly, you shouldn't need to steer as you go between the snowmen.

If you've aimed correctly, you'll be in position to power-slide around the corner just beyond.

C SET UP THE SHORTCUT

Once you make it through the snowman's field, start your power slide and veer to the right, taking the turn a little wider than you might usually. This will put you in a better position to use the Mushroom ahead. Try to get two mini-turbo boosts here, too.

Slide wide around the corner to set up the shortcut dash.

D MUSHROOM MOGUL

Use one of your Mushrooms per lap to boost over the hill at this point. Be sure to go over the left side of the hill's peak. If you go over the right side, you'll go out of bounds and Lakitu will pick you up. Your angle of approach is important–a good one will put you in position to go straight into the canyon

Punch the Mushroom and boost over the hill at the angle shown for best results. If you go over at the wrong angle, you might hit one of the snowmen on the other side.

E HOP AROUND THE CORNER

Take the first turn in the canyon with a normal power slide, but after the mini-turbo boost, quickly hop a few times to make it around the hairpin and set yourself up for another power slide. You should be able to get three productive mini-turbo boosts in this turn.

Power-slide as you normally would for the first turn, but hop about three times as you turn to take the hairpin.

If you set yourself up correctly, you should be able to get a second mini-turbo boost that will put you in position for the final turn.

F LAST TURN TURBO

For the last turn, cut the corner with your power slide to the inside. Release your mini-turbo boost just before you turn the corner and adjust for the straightaway over the bridge. There's no fence on the bridge, so stay away from the edge!

FLOWER CUP

CHOCO MOUNTAIN

COURSE LENGTH: 687m

SQUEEZE PLAY

YOU'LL BE CONSTANTLY JOCKEYING FOR POSITION ON THE NARROW CHOCO MOUNTAIN TRACK. A STRATEGIC PUSH CAN SEND YOUR OPPONENTS INTO WALLS AND OUT OF THE RUNNING!

CAUTION: FALLING ROCKS

The short, sharp S-curves and narrow track will give you few chances to power-slide, but they'll also give you many opportunities to sabotage your fellow drivers. The most surprising hazard you'll encounter on Choco Mountain is the rain of falling rocks on the last loop.

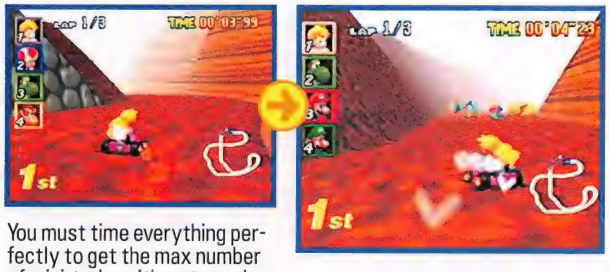
Multiple power slides are possible on this turn—if you know where to go.

You'll be tempted to slow down, but you'll be better off if you don't.

STRATEGIES
GRAND PRIX AND VS. MODES

1 QUICK RESPONSE

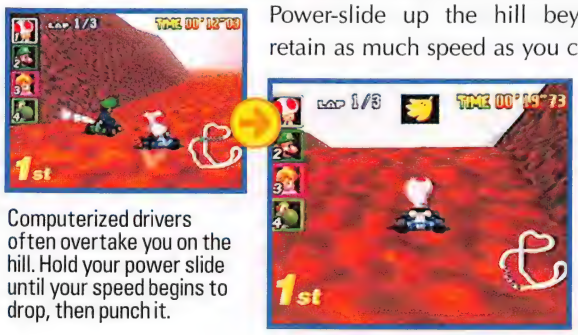
It will take some practice, but as in the Koopa Troopa Beach course, you should begin a power slide right off the Starting line. It's possible to get three mini-turbos on the first turn and two on the second, provided you cut the S-curve between them perfectly.



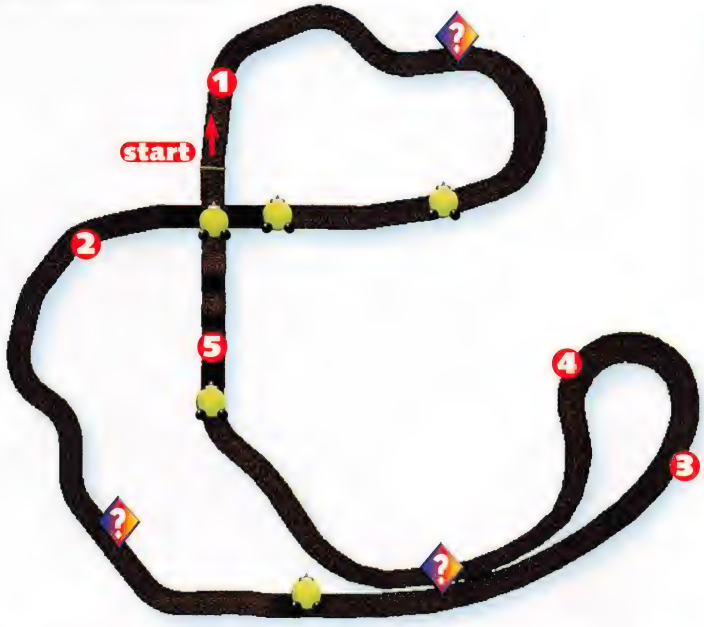
You must time everything perfectly to get the max number of mini-turbos. It's extremely difficult but not impossible.

2 FULL SPEED AHEAD

Now you'll hit the first of only two straightaways on the course. You won't have many opportunities to keep opponents in your sights, so fire off any Green or Red Shells you may have here. Power-slide up the hill beyond to retain as much speed as you can.



Computerized drivers often overtake you on the hill. Hold your power slide until your speed begins to drop, then punch it.



3 BOULDER BOOGIE

The sky is falling, and this time, it's no chicken story! When you see the boulders tumbling down, your first instinct will be to dodge to the left. Hug the right side of the track instead, near the cliff face. If you have a Shell or a Banana, hold it behind you to discourage other drivers from trying to knock you into the cliff. Better yet, drop a Banana Bunch along the track.

Run towards the cliff instead of running away. The right side of the track is actually the safer course.

4 GUARDRAIL

The track will now curve back around to the right. There's a guardrail along this turn on the 50cc-class Mario GP races and in the Time Trials, but not in the 100cc- and 150cc-class competitions. Power-sliding or passing will be very dangerous, but taking the lead here could give you a huge advantage. Drop bananas here if you have them. Opponents might slide off the track and into the ravine!

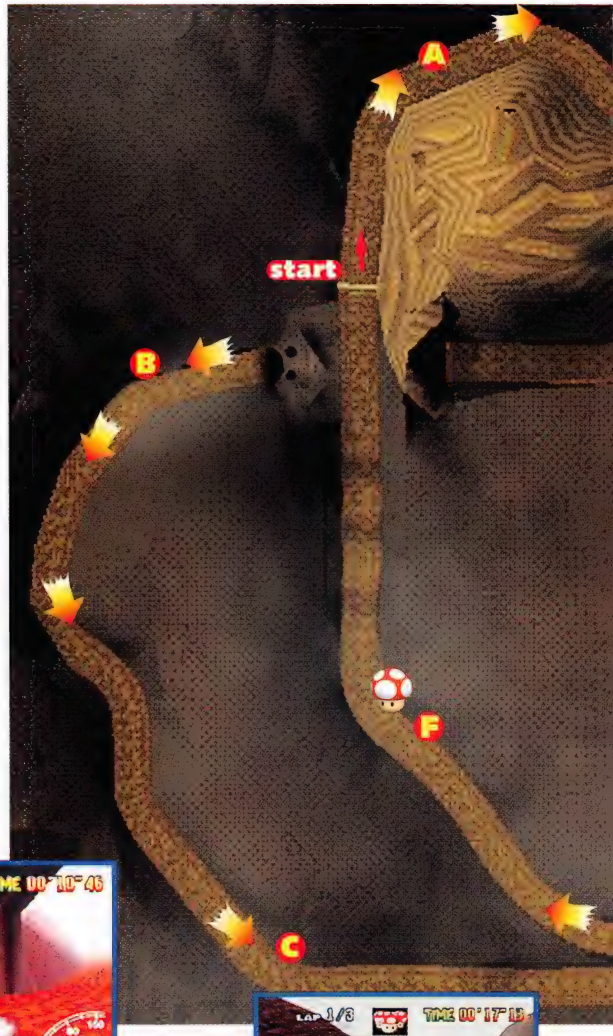
5 LAST CHANCE BOOST

Save any speed-boosting items for this stretch. Slide around the corner and center yourself on the track. Activate your item just before the top of the first hill. If you hit the surrounding walls above a certain height, you'll stop dead in your tracks. If you're driving a heavier Kart, bump opponents from behind to knock them off course.

Steering is nearly impossible on the bumps, so it's important to line up properly before you make the first jump.

TACTICS
TIME TRIALS MODE

Novice	**2:03.97**
Intermediate	**1:57.36**
Advanced	**1:51.13**



A LIGHTNING QUICK

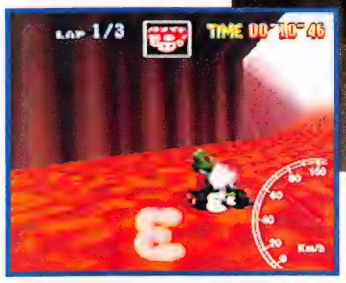
Get a Rocket Boost and then power-slide twice without pausing, even as each mini-turbo kicks in. Steering will be nearly impossible, so you must pivot just right on each slide to carry you through. After the S-curve, power-slide twice around the next turn. Wait until you see the straightaway to hit the second mini-turbo.

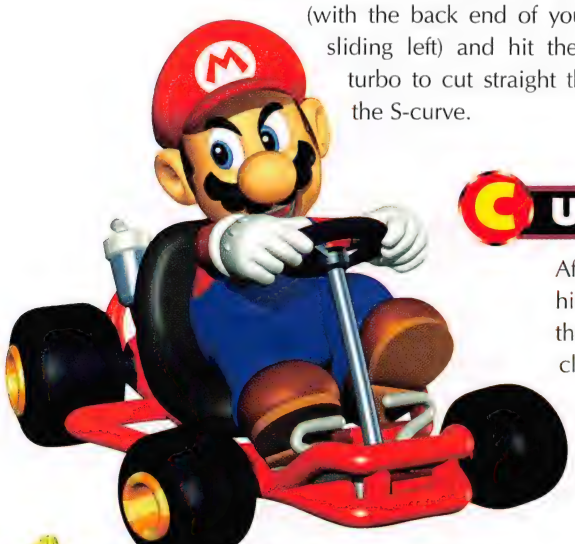
If you miss a slide, you won't have time or room to compensate. Just try to set up for the next maneuver.

If you don't line up quite right on your second power slide, activate the mini-turbo and then hop to avoid the wall.

B THROUGH THE TUNNEL

Power-slide in the tunnel and activate the mini-turbo as you come out the other side. Power-slide again immediately, hitting the mini-turbo at the peak of the curve. Now power-slide in the opposite direction (with the back end of your Kart sliding left) and hit the mini-turbo to cut straight through the S-curve.





C UPHILL SLIDE

After the S-curve, start a long power slide up the hill. The trick is to hold the slide long enough so the mini-turbo won't exhaust itself before you clear the hill. You can slide for a while uphill without reducing your speed much, but don't let it drop too far below 60 kph. Hold steady on the straightaway to keep your speed up.

D GET INSIDE

As in the Mario GP and Vs. Mode races, hug the right side of the track to avoid the falling rocks. With no opponents to worry about, you should be able to execute four power slides around this turn. Execute two power slides before and two power slides after the apex of the turn.

Hop in between your power slides to correct your course and keep from drifting too far to the right or left.

You may need to adjust a bit after the third mini-turbo slide to keep from sliding too far left, into the rail.

E THREAD THE NEEDLE

You should be going pretty fast as you blast out of the loop. Line up your last slide so you're pointed down this stretch as straight as possible. Any small turns or jogs will slow you down, so keep your Kart steady to squeeze all the momentum you can out of your last mini-turbos. The next turn is pretty shallow, so execute your power slide as quickly as you can and hit the mini-turbo just as the track begins to curve.

Stay centered. You could slide into the rail or slam into the wall—either could ruin your chances for a record run.

F BOUNCE ALONG

Trying to steer on the bumps will likely send you flying into the walls, so line up your Kart around the last curve before you start up the first hill. For an extra burst of turbo speed, power-slide around the last curve and activate a mini-turbo as you clear the turn. A second later, activate one of your Triple Mushrooms, too. Driving over the hills would normally slow you down. The extra burst of speed will catapult you over the second hill and save you a bit of time.

Give your mini-turbo a second to kick in, then activate one of your Triple Mushrooms. Caution: hitting a wall above a certain height will stop your Kart dead!

FLOWER CUP

MARIO RACEWAY

COURSE LENGTH: 567m

OFFICIAL COURSE

MARIO RACEWAY IS THE CLOSEST THING TO AN OFFICIAL TRACK IN MARIO KART 64. WITH ITS CHALLENGING LAYOUT, VARIETY OF CORNERS AND POWERFUL SHORTCUTS, THIS COURSE IS THE BENCHMARK AGAINST WHICH TO MEASURE YOUR KART PROWESS.

MASTER THE POWER SLIDE!

Mario Raceway combines almost every type of turn in the game, from hairpins to squiggly S-curves, making it a joy to drive for power sliders. A slightly different power-slide attack is required for every turn. With all the mini-turbo chances, you don't need items to keep your speed up. If you do get a speed boosting item in Grand Prix Mode or Vs. Mode, you should use it for one of the course's shortcuts. This course is also prime territory for Banana traps!

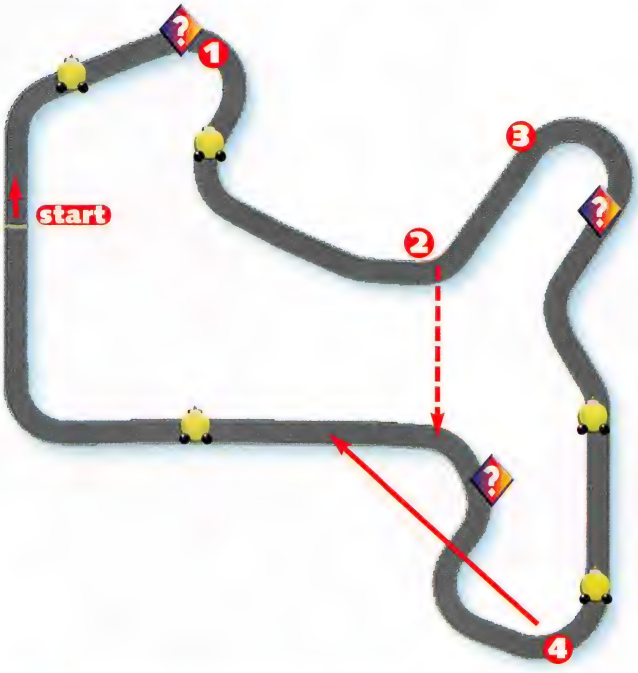
STRATEGIES
GRAND PRIX AND VS. MODES

1 CUT CORNERS

You can cut corners on every turn of Mario Raceway. From a Rocket Boost start, you can take the first two turns using one big power slide. Cut inside the second turn on the grass and use your mini-turbo boost to get back on track.

Hold your power slide with orange smoke until you are ready to mini-turbo back onto the asphalt.

Once you are back on the pavement, power-slide around the next corner.



2 A SHORTCUT FOR THE MASTERS

Mario Raceway contains one of the most difficult, but rewarding, shortcuts in the game: the legendary jump over the interior wall. You may not even have a chance to perform this jump in Grand Prix or Vs. Mode because you need a Mushroom to do it. It's also extremely difficult to do, and if you miss, you'll lose a ton of time. Check the Time Trials section on the next page for more details on this shortcut.

Activate the Mushroom just before you jump at the very edge of the road.

3 BETWEEN A MUSHROOM AND A HARD PLACE

Another difficult shortcut on this course involves power-sliding between the giant mushroom and the wall in the hairpin turn. Power-slide through the Piranha Plants and hit the mini-turbo when you come out of the other side. You can also cut the corner by power-sliding on the grass on left side of the mushroom.

Don't run too close to the mushroom if you take the outside cut.

You will save only half a second going between the mushroom and the wall, so the risk might outweigh the benefit.

4 WHERE TO USE A SPEED BOOST ITEM

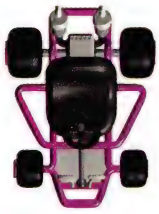
The sand bordered S-curve before the pipe is the best place to use a speed boost item. Power-slide into the first turn, and when three trees come into view, release your mini-turbo to cross the grass. Use your Mushroom on the road and go into a power slide across the sand. On the other side of the sand, release the mini-turbo boost to straighten your Kart out into the pipe.

After you mini-turbo over the grass, aim just to the left of the wall.

Wait until you can see the end of the fence between the trees before hitting the Mushroom, but if you have a Super Star, you can do it earlier.

As soon as you pass the end of the wall, get ready to mini-turbo into the pipe.

TACTICS
TIME TRIALS MODE



Novice	**1:38.16**
Intermediate	**1:33.36**
Advanced	**1:18.78**

A DOUBLE BOOST

As with other courses, you'll want to start a power slide immediately after you get a Rocket Boost off the Starting line. In this case, however, there's a straight-away after the first turn. To get the most benefit from both speed boosts, you should wait until the Rocket Boost is exhausted before you activate the mini-turbo.

Fire the mini-turbo after the Rocket Boost runs out.

In later laps, you can activate the mini-turbo earlier.

B CLIP THE GRASS

Though the course isn't wide, you do have some leeway going into the next turn. Start a power slide well before the turn. Some drivers like to hug the hill on the left, while others prefer to start wide and slide a little into the grass on the right. Either way, don't hold the slide long, and aim for the apex of the next turn as you activate the mini-turbo. Immediately power-slide again and activate the mini-turbo as you clear the next turn to blast your way up the hill.

As you activate the first mini-turbo, aim straight for the patch of asphalt at the apex of the next turn.

C AMAZING JUMP

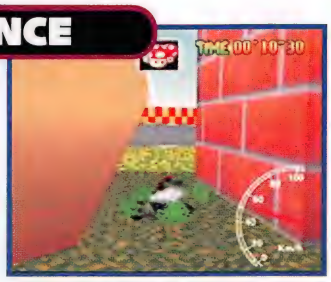
You must be at a right angle to the wall when you jump for this trick to work.

This is arguably the toughest maneuver in the game. If you succeed, you'll shortcut past the entire hairpin.

This daring shortcut is for the most skilled drivers only. When you're just about to reach the highest point on the hill, turn to the right, towards the wall below, and activate one of your Triple Mushrooms. Make sure you're at a right angle to the wall and jump just before you fly off the track. With luck, you'll sail over the wall!

D ANOTHER SLIM CHANCE

Even if you don't try the wall jump, there's a second shortcut along this part of the course. As you head downhill, look for a large mushroom at the end of the wall to your right. There's a small gap between the mushroom and the wall. If you head straight toward it, you can squeeze through. Power-slide down the hill and use a mini-turbo or a Mushroom to help blast your Kart through the opening.



A mini-turbo will work just fine here, though you must be careful not to oversteer or understeer on the power slide.

E ONE MINI-TURBO

If you come around the hairpin or take the shortcut between the mushroom and the wall, power-slide immediately on the short straightaway. Aim for the inside of the turn and activate the mini-turbo just as you pass two trees on the left. Try to cut straight through the next shallow turn, so you don't have to steer too much to head down the straightaway.

F ACROSS THE SAND

Power-slide on the straightaway and activate a mini-turbo just past the end of the wall. Make a hard right and head across the grass. As you cross the track, activate one of your Triple Mushrooms to continue across the sand to a point just before the tunnel. Start power-sliding on the sand and activate a mini-turbo when you're back on the track.

Instead of power-sliding around the sharp S-curve, just cut through it with a Mushroom and two mini-turbos.

Power-slide on the sand and angle your nose to the left so you point toward the tunnel when you reach the track.

G UP THE SLOPE

Start a power slide just as you pass the shadow of the tunnel. Avoid the Piranha Plants lining the turn.

The mini-turbo will probably be enough to get you through the Finish line in record time.

You'll be flying through the tunnel, and you won't want to waste any of that wonderful momentum. Stay on the right side of the track and power-slide just as you emerge from the tunnel. Cycle through the slide quickly and fire the mini-turbo as soon as you can. You can aim yourself a little to the right and use the mini-turbo to cut a bit off the corner and boost yourself the rest of the way up the slope.

STAR CUP

WARIO STADIUM

COURSE LENGTH: 1,591m

WARIO'S MONSTER TRACK

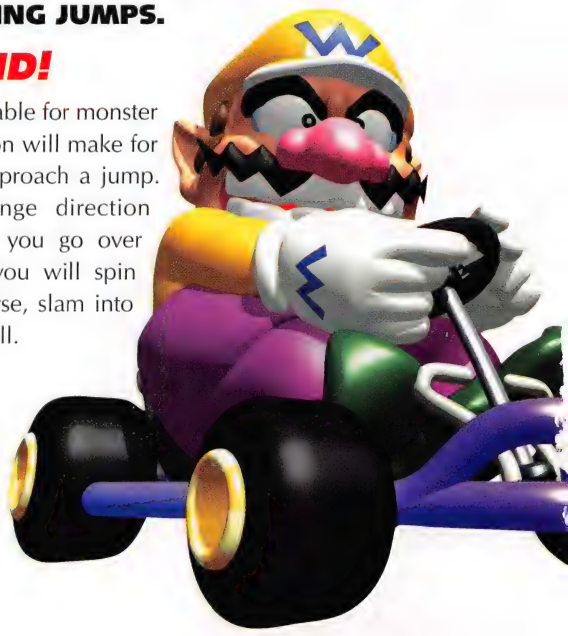
AT 1,591 METERS, WARIO STADIUM WILL TEST THE ENDURANCE AND CONCENTRATION OF ALL WHO RACE IT. ONLY AN IRON MAN (OR WOMAN) WILL BE ABLE TO CONQUER THIS COURSE'S BONE-JARRING JUMPS.

UP AND DOWN–DON'T SPIN AROUND!

With all its jumps, bumps and mounds, Wario Stadium seems more suitable for monster trucks or motocross than Kart racing. The average Kart's street suspension will make for rough going. Always keep your Kart pointed straight ahead as you approach a jump. Don't change direction quickly as you go over jumps or you will spin out, or worse, slam into the side wall.

Don't steer when you are going over jumps.

If you slam into a wall, you will wipe out and lose a lot of time.



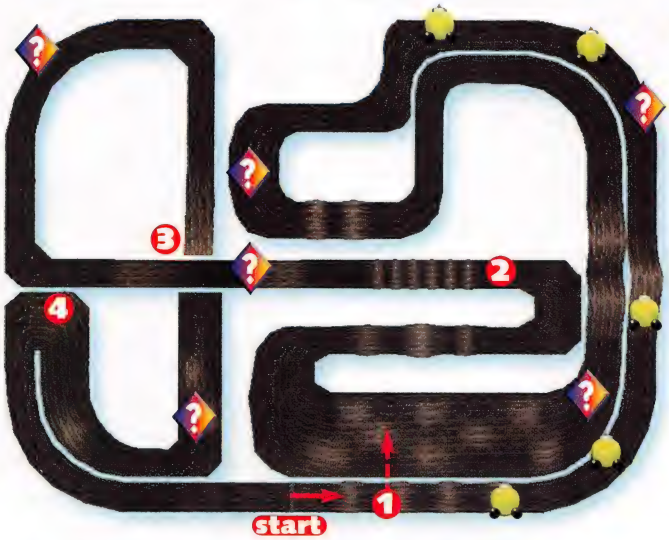
STRATEGIES
GRAND PRIX AND VS. MODES

1 GO OVER THE WALL

It's possible to use any of the four small hills after the Starting line to jump over the wall. As you approach the jump, start your power slide. Angle towards the peak of the hill so you are at a right angle to the wall when you get to the top. To go over, release your mini-turbo and jump precisely before you hit the wall.

Face the wall at a right angle at the peak of the hill and jump over. If you time it right, you don't need a mini-turbo boost to make it over.

Take the shortcut every lap and you'll easily finish Wario Stadium in just over 20 seconds.



2 ROUGH GOING AHEAD

In the rough, bumpy areas, you'll want to keep your Kart in the center of the track and hit the jumps straight on. It pays to take time to aim straight into the jumps, as the penalty for hitting the wall from a jump is not pretty.

Going over bumpy terrain will slow your Kart down. It's good to use a speed boosting item in rough terrain once you are lined up properly.

Go straight down the center of the track in the bumpy areas to avoid hitting the wall.

3 SHOCKING BEHAVIOR

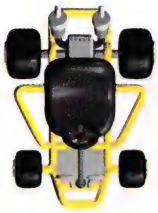
You can really rain on your opponents' parade up if you hit them with a Lightning Bolt in the proper place on this course. If you can see that your opponents are going up the big hill that jumps over the track, hit them with the Lightning. While they are small, they won't be able to make the jump and will fall to the track below, which will really set them back.

If you get hit by the Lightning Bolt, wait until you are big again before you go over the monster jump!

4 FINAL HAIRPIN

In the hairpin turn before you return to the Starting line, power-slide around the wall, then use a few quick hops to avoid slamming into the Wario wall. This will set you up for a power slide and mini-turbo boost into the final stretch. Lay a Banana Bunch along the inside of the turn, if you can. Opponents will have to turn wide or risk wiping out.

TACTICS
TIME TRIALS MODE



Novice	**4:31.45**
Intermediate	**3:00.56**
Advanced	**2:23.69**

A SEVEN-SECOND LAP

For once, don't get a Rocket Boost. Drive toward the top of the first hill, turn left and press R just before you hit the wall to jump over it. When you land, loop around to your left and jump back over the wall. (As you approach the wall, make sure you aim for a spot to the right of the Finish line.) Now drive across the Finish line to advance to the next lap!

You don't need to be going fast, but you must head toward the wall at nearly a 90-degree angle.

If you perform both jumps quickly, your lap time could be as low as seven seconds!

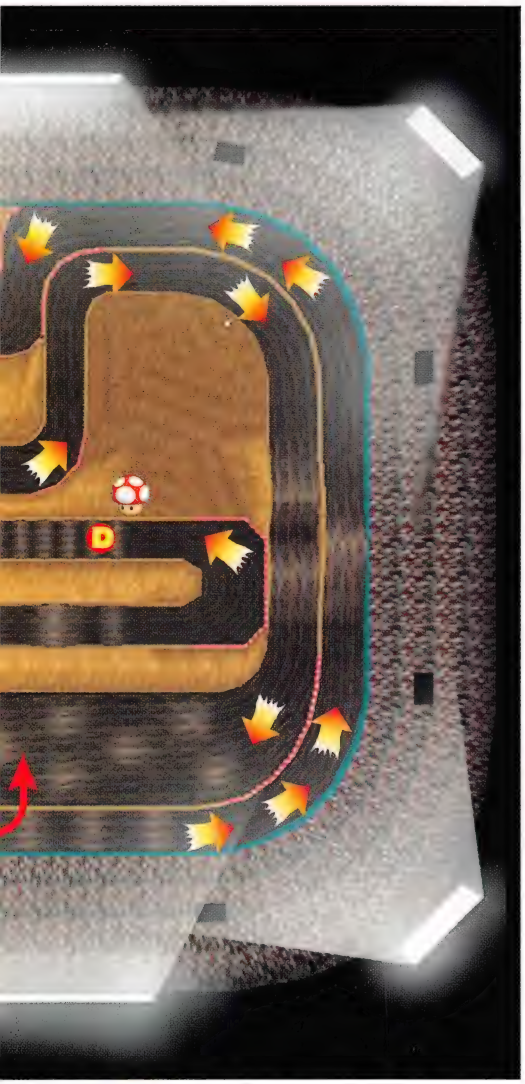
B TOE THE LINE

Even if you take the long way around, you can still make good time by going wild on the power slides. You'll have a lot of room here, but be sure to straighten out before you climb the hills beyond. An ill-timed or ill-aimed mini-turbo could send you crashing into a wall.

You might try just one or two long slides around this hairpin.

C SUCK IN YOUR GUT

Stay on the left side of the track and weave as best you can through the hills. You'll lose less speed if you slide back and forth, rather than steer around or drive over these obstacles. The course will then narrow suddenly around this bend. Take the hairpin wide and power-slide as you come around the apex of the turn.



D MANIC MUSHROOMS

Many drivers like to use their Triple Mushrooms on the long jump (marked by the letter E on the map), but it might be just as well to use them here, if you need to make up time. These little hills can slow you down a lot more than you think. Activate a Mushroom just as you're going up the first hill so you can skip over the worst of the bumps.

E HANG TIME

You have a choice between using your Triple Mushrooms at marker D on the map or here, at the long jump. In either case, you should also power-slide wherever you can around all of these turns. In fact, you may even have enough room on the sloping straightaway before the jump to execute a power slide. If you're quick with a hop after the mini-turbo, you should be able to straighten yourself out for the jump.

F CLOSE SHAVE

When you land, skirt the hills and keep your speed up as best you can. You can either power-slide around the next turn or, if you're bold enough, try to jump over the wall head-on. As with the other shortcuts on this track, you'll need to hop just before you hit the wall.

G HOP, SKIP AND TURBO

Hug the right wall. Power-slide as you pass the end of the wall on the left. As you come around, line up your Kart so that you'll run parallel to the left wall after you hit the mini-turbo. Hop a couple of times, if you need to straighten out, then power-slide toward the inside of the next turn.

STAR CUP

SHERBET LAND

COURSE LENGTH: 756m

ANTARCTIC ANGST

PENGUINS HAVE NO PROBLEMS NAVIGATING THE SLIPPERY SHERBET LAND COURSE, BUT YOU CERTAINLY WILL! THE SHEET OF ICE THAT SERVES AS THE TRACK WILL PLAY HAVOC WITH YOUR STEERING.

PENGUIN PARADISE

The slick track, sharp turns and frigid Antarctic water are enough to daunt even the most cool-headed Kart drivers, but they're not the worst of what you'll face. The most pernicious, persistent and underhanded foes you'll encounter here are a flock of penguins who seem bent on disrupting the race by ramming passing Karts!

A dunk in the ocean will turn you and your racing machine into a tasty Kart-sicle.

Cute they may be, but the penguins will launch themselves across the track like feathered missiles!

STRATEGIES
GRAND PRIX AND VS. MODES

1 CRACKS AND CREVASSES

The course is pocked with cracks and crevasses that slice into key turns and straightaways. Press the R Button to jump over small gaps in your path. At high speed, you should be able to clear any gap that's no wider than your Kart. Drop items in the turn to make the path doubly dangerous.

You can jump or power-slide over small gaps in the ice.

2 YOU TAKE THE WIDE ROAD...

The path to the right of the iceberg is narrow and great for laying Banana traps, but only if you're playing against human opponents. Computer-controlled Karts always take the wider path to the left where there are more Item Boxes.

The left-hand path has many Item Boxes, while the right-hand path has only one.

The right-hand path is a great place for a trap, but only if you can lure someone in there.

3 FINE FEATHERED FIENDS

Keep a sharp lookout for the penguins guarding the ice cave entrance. If they're standing near the center of the track when you first see them, they'll slide past each other toward the outer edges of the track, giving you enough room to pass between them. If they're standing far apart when you first spot them, they'll slide toward the center of the track. When they do, pass them on the left.

Try to get a bead on the penguins while you're still a long way off.

This would be a terrific spot to lay down a line of Bananas, especially if you're on your last lap.

4 CLOCKWORK CAVE

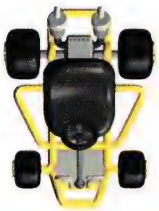
The penguins in the ice cave waddle around the columns counter-clockwise on your first two laps. To make it through here with a minimum of fuss, drive to the right of the second column, to the left of the third column and to the left of the fourth column.

There's enough room to the right of the second column to avoid the penguins easily.

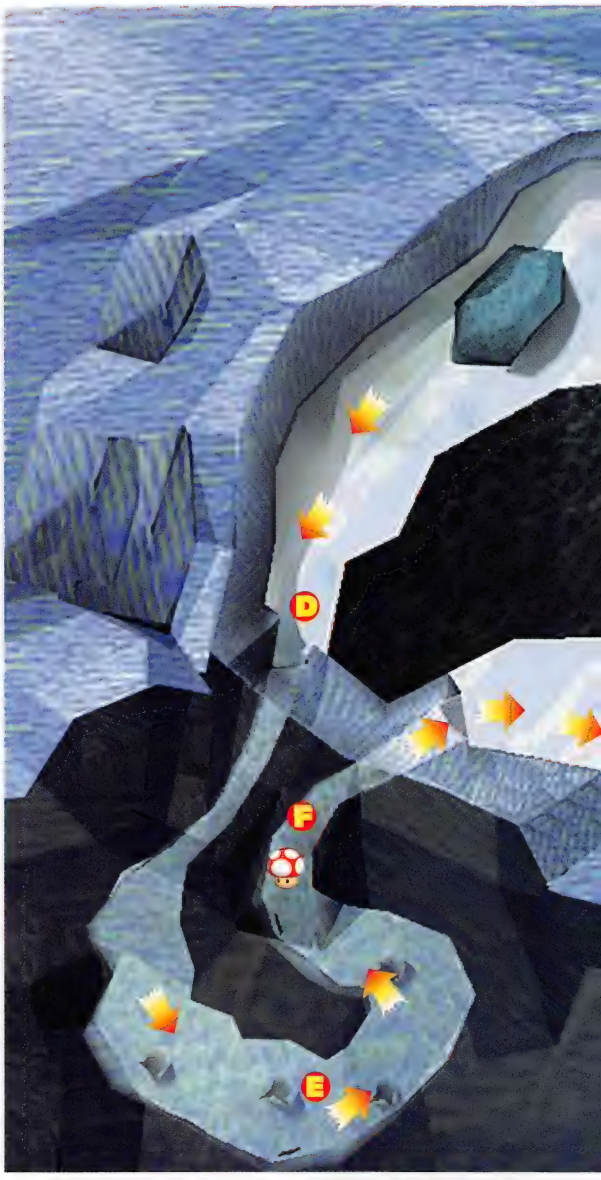
Swing left to get past the third column. Drop items here to fail pursuers.

No matter which way you go, you'll probably have to hop like mad to clear the last corner.

TACTICS
TIME TRIALS MODE



Novice	**2:14.03**
Intermediate	**2:07.44**
Advanced	**1:58.63**



A RACING ON THIN ICE

Despite the slippery conditions, a Rocket Boost will still be a great help here. Perform a regular slide (not a power slide) around the first bend. Once you're clear, power-slide in the opposite direction. As you slide around the corner, line up your Kart parallel with the edge of the track ahead of you and hit the mini-turbo.

Start your slide before your Rocket Boost is completely exhausted.

B STRAIGHT AS AN ARROW

If you line up your Kart perfectly as you round the corner at point A, you'll be able to drive straight to the corner past point B without swerving to avoid the ice cliffs on the right. There will be a small gap directly in your path, but if you're going anywhere near your normal top speed, you'll be able to jump over it without a problem.

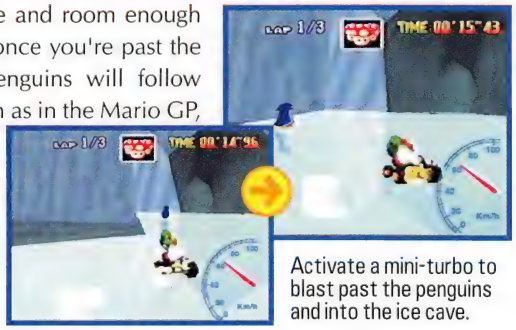
A quick push of the R Button just before you run over the gap will do the trick.

C DON'T STEER TOO MUCH

You'll now see a sharp corner coming up fast. Start a power slide just as you pass the jagged cliff on the right. Use the mini-turbo as you hit the peak of the turn to launch your Kart onto the straightaway. You won't have another chance to power-slide for a while, so aim your Kart past the iceberg and keep it on the straight and narrow to keep your speed up.

D QUICK MINI-TURBO

You'll have time and room enough to power-slide once you're past the iceberg. The penguins will follow the same pattern as in the Mario GP, so watch their movements and plan your power slides accordingly.



Activate a mini-turbo to blast past the penguins and into the ice cave.

E SLALOM COURSE

Hold your power slide as you come around the second column until you see a clear path past the third column.

Use the same tactics here as you did in the Mario GP: go to the right of the second column, to the left of the third column and to the left of the fourth column. There will be plenty of room to power-slide. If you see a penguin next to the fourth column, you can use a mini-turbo to slice between the bird and the 'berg.

There's not much space there, but you can squeeze between them if you're going fast enough.

Activate a mini-turbo just as you pass the fourth column. You'll have to slide immediately to avoid smashing into the walls ahead.

F HEAD TO THE EXIT

Use your Triple Mushrooms on this slope as you head toward the cave exit. Power-slide as soon as possible, and whip out as many mini-turbos as you can. This should keep you going at or near top speed all the way up the hill and out into the open air.

Activate a Mushroom and hit those mini-turbos!

G POWER CORNER

As you emerge, you'll see two penguins ahead of you. Many drivers play it safe and take the turn wide, but you can cut to the left of the first penguin and jump over the gap. Start a power slide as soon as you land on the other side of the gap. Cycle through the power slide quickly and boost yourself to the Finish line!

It will probably take more than a few tries to perfect the angle of the slide.

This will be your last chance for a boost before the Finish line. Make it count!

STAR CUP

ROYAL RACEWAY

COURSE LENGTH: 1,025m

FIT FOR A PRINCESS

BEFITTING A PRINCESS, THE ROYAL RACEWAY IS ONE OF THE LONGEST AND MOST EXTRAVAGANT IN THE GAME. FOR PEACH'S CONVENIENCE, IT'S EVEN LOCATED IN HER CASTLE'S BACKYARD!

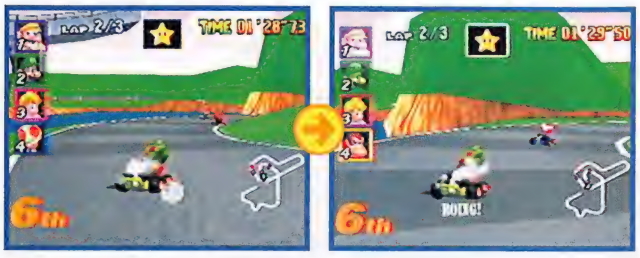
A ROYAL PAIN

The Royal Raceway lays out lap after lap of tricks and traps. Although other tracks have hairpin turns, the penalty for messing up a turn here can be a dunk in the lake! In addition, the monster jump halfway through the course can be a deadly trap if you don't go straight up the middle of the booster arrows. Finally, you'll want to avoid the scenic detour to the castle. It looks cool, but it won't help you win any races!

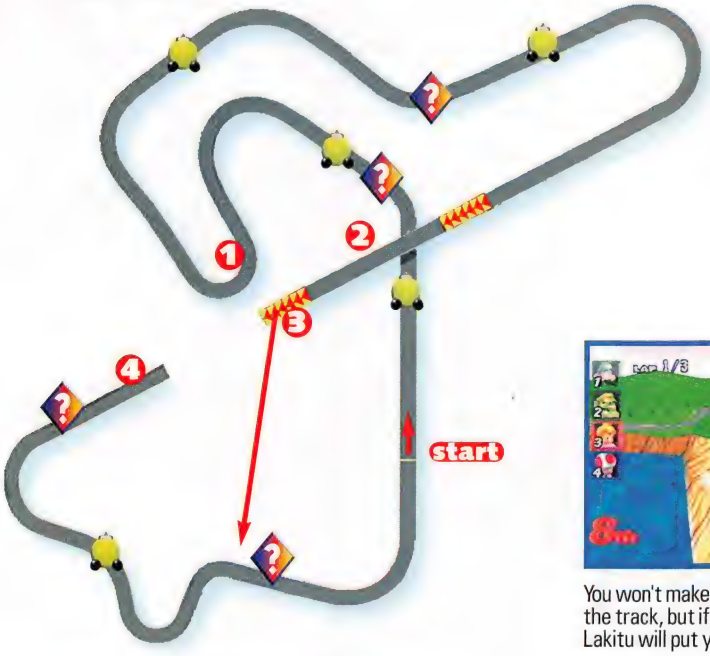
STRATEGIES
GRAND PRIX AND VS. MODES

1 A HOP, SKIP AND JUMP

In order to successfully negotiate the Royal Raceway's many hairpin turns, you'll need to master hopping around the corner instead of power-sliding. It's not very difficult to take the turns at full speed in a 50cc Kart, but with a bigger engine, more skill is necessary.

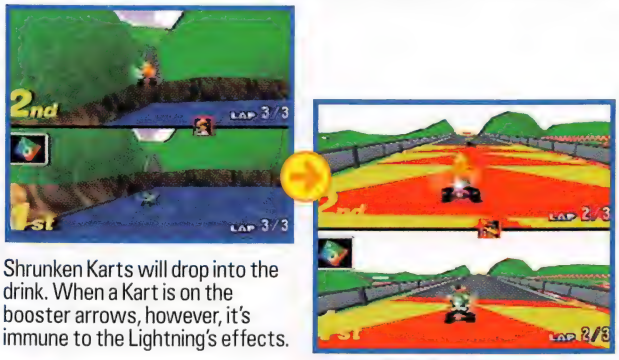


Use a series of short hops as you turn to stay on the inside of the track when you go around the hairpin turns.



2 LIGHTNING SURPRISE

Unleash a Lightning Bolt when your opponents are between the two sets of booster arrows on the monster jump. Shrunken Karts won't make the jump and will fall into the water, giving you a chance to catch up with the pack or build a humongous lead!



Shrunken Karts will drop into the drink. When a Kart is on the booster arrows, however, it's immune to the Lightning's effects.

3 150CC SHORTCUT

You can use the monster jump for a shortcut, but it's very difficult to do, even with 150cc Karts. Power-slide into the booster arrow at the top of the jump, and turn as far left as you can when you go over the jump. If you manage to hit the shoreline on the other side of the lake, Lakitu will pick you up and put you back on the track in the vicinity of the S-curve.

You won't make it all the way to the track, but if you hit the shore, Lakitu will put you back on.

This shortcut won't save you much time, but it can be fun if you pull it off.

4 STICKY TIRES

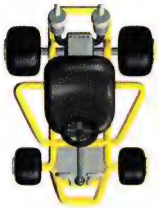
When you take the big jump, you normally bounce a little when you land. To "stick" the landing and not lose speed, press and hold the R Button just as your shadow appears on the track below you. If your timing is off, though, you may end up bouncing much higher than normal!

Keep an eye on the track as you descend and be ready to press the R Button the moment you see your shadow.

If you're successful, you'll hit the ground running and get a jump on snagging the Item Boxes just ahead.

If you press R too soon or too late, you might find yourself heading back into the stratosphere!

TACTICS
TIME TRIALS MODE



Novice	**3:01.02**
Intermediate	**2:49.09**
Advanced	**2:39.23**

A MINI-TURBO UNDERPASS

You can power-slide like a Princess on the Royal Raceway, but you've got to be careful not to slide into the lake in the middle of the course. Start your first power slide, into the first turn, just before you cross the shadow of the overpass above. Hold the slide, maintaining orange smoke, and release your mini-turbo boost into the first turn.

If you start your power slide too soon, you might waste some of your Rocket Boost speed in the slide.

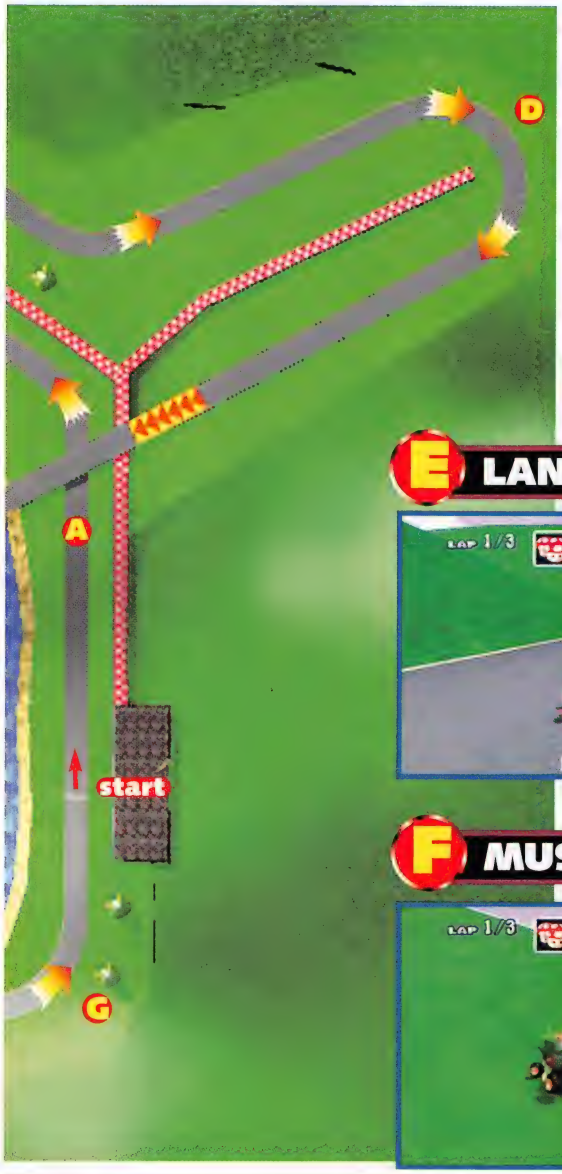
Start too late and you won't have enough time to power-up your smoke.

B STAY ON THE ROAD

Even though it is possible to get two mini-turbo boosts in the second turn, don't get greedy. A second mini-turbo boost here is likely to sling you into the Princess's pond. One mini-turbo will leave you in position to cut the hairpin turn that is coming up. Come out of your power slide a little wide (on the lake side of the road) to be in position for cutting the hairpin.

C CUT INSIDE

You'll need to go up a small hill to cut the hairpin turn, but the time saved is worth it. Try to power-slide over the hill as close to the wall as you can, charging your smoke as you go. Use your mini-turbo to boost yourself into the straightaway on the other side. Instead of power sliding, you can also hop repeatedly up and over the hill as you turn to cut the corner tightly.



D KEEP ON THE GRASS

There are two ways to take this corner. You can take the off-road shortcut and power-slide through the grass. If you opt for this route, watch for the Piranha Plants and use your mini-turbo boost to get back on the track. You can also stay on the road, but if you do, make sure that you get two mini-turbo boosts in the corner to make up for the slightly longer distance.

When you are on the grass, slide so your Kart won't lose too much speed.

E LAND AND SLIDE

Start power-sliding as soon as you land from the jump. Use the mini-turbo boost as you round the first corner. Now power-slide again. Hold the slide until the track begins to curve around the next hill.

F MUSHROOM ASSIST

Instead of following the track around the hill, turn left and mini-turbo up the hill. Activate one of your Triple Mushrooms to blast over the top. Keep going straight as you come down the slope and cut the corner just before the short straightaway.

G BACK ON TRACK

After boosting with the Mushroom, return to the road as rapidly as possible. Start sliding as soon as you can in order to get a mini-turbo boost into the last corner. The track is sloped toward the water at this point in the course, so it can take a bit of practice to get the hang of power-sliding here.

STAR CUP

BOWSER'S CASTLE

COURSE LENGTH: 777m

POSTED: NO TRESPASSING!

THE KOOPA KING'S CASTLE HAS NEVER HAD A WELCOME MAT, SO IT'S NO SURPRISE THAT THERE ISN'T ONE NOW. WATCH OUT FOR THWOMPS AND NARROW BRIDGES OVER LAVA!

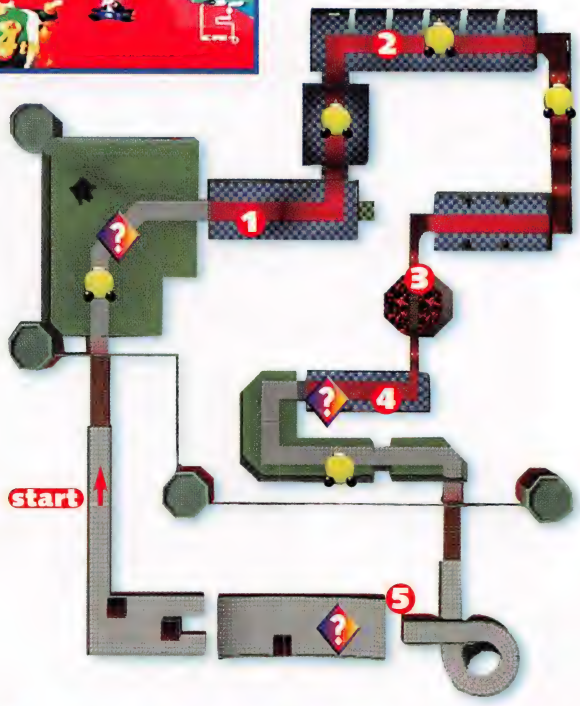
THERE BE THWOMPS!

Evidently, Bowser didn't notify the castle guards that there would be visitors. His Thwomps are active and looking for something to squash! Even if they don't flatten you, if you bump into a stationary Thwomp, you will spin out and lose a lot of time. Fortunately, the Thwomps are predictable, and once you know their patterns you can avoid them.

STRATEGIES
GRAND PRIX AND VS. MODES

1 RESTRICTED ENTRY

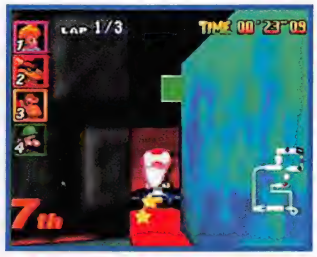
Four Thwomps are stationed in the castle entryway during 100cc and 150cc races; if you're driving in the 50cc class, there will be only two Thwomps here. Take the shortest path to the room's exit. It's best to avoid going underneath the two Thwomps that go up and down.



2 BIG STONE RUNNING

In this long hallway, two of the Thwomps move from the back of the room and can sneak up behind you. The Thwomps rarely fall outside of the confines of the carpet, so if you stay to the sides you'll be safe. To avoid the Thwomps blocking the exit, try to squeeze between the stone and the left wall.

If you stay off the carpet, you should be out of the Thwomps' crush zone.



It's a tight fit, but you can go between the Thwomp and the left wall.

3 NARROW BRIDGE AHEAD

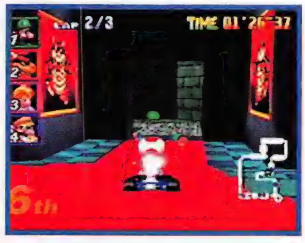
The narrow bridge near the halfway point in the course is one of the most treacherous places in the castle. You might want to slow down as you come around the corner onto the bridge because it's easy to go off into the lava if you're going too fast. Look no further if you're trying to find a place to drop Bananas—this is it!

Try not to bounce off the wall in the corner before the bridge. If you do, it will be difficult to straighten out for the bridge ahead.

If you're driving a light Kart, watch out for traffic on the bridge or you could find yourself knocked into the lava.

4 DON'T PLAY ON THE STAIRS

Slow down when you reach the stairs. You can power-slide down them, but you'll lose control and probably miss the items at the bottom. After you reach the bottom of the stairs, get ready to use a series of quick hops to cut quickly to the inside of the next hairpin.



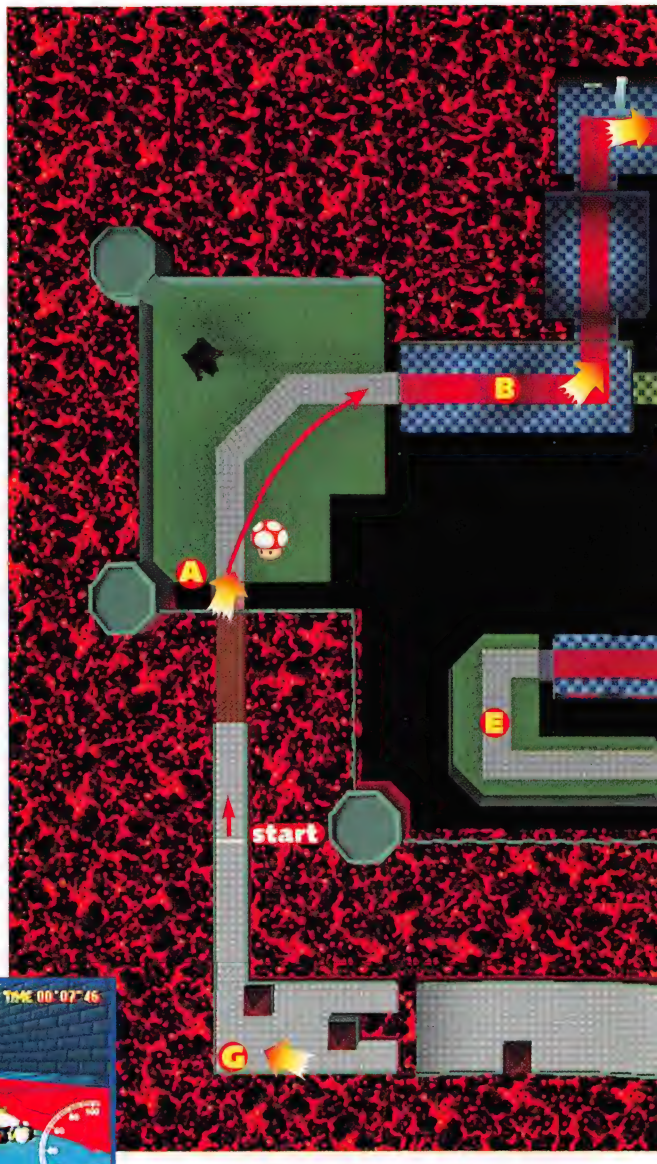
Try to go straight down the stairs rather than power-sliding down.

5 SPIRAL SCRATCH

Keep your speed up as you spiral up the ramp to the big jump. The best way to avoid hitting the wall, which will slow you down, is to hop as you turn. The top of the jump is another good place to lay Bananas, since it can be difficult to see them around the curve of the ramp. If you can hit your opponents with Lightning Bolts before they reach the top of the jump, they may fall into the lava below.

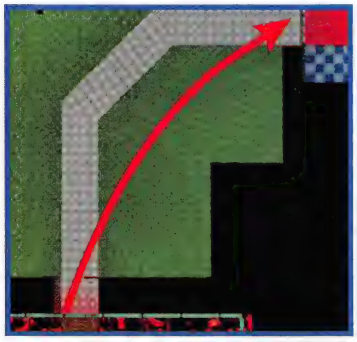
TACTICS
TIME TRIALS MODE

Novice	**2:28.67**
Intermediate	**2:20.78**
Advanced	**2:07.44**



A COURTYARD SHORTCUT

Start your power slide in the middle of the drawbridge. Use your mini-turbo boost to cut onto the grass, then use a Mushroom to power your way across the lawn. Aim between the rows of shrubs straight for the entrance to the castle.



Line up so you have a straight shot between the rows of shrubs and punch the Mushroom boost!

B THWOMP ROMP

Even though the two long halls end in right-angle turns, their widths make it easy to power-slide through the turns. In the first room, power-slide under the Thwomps. In the third room, slide wide, off the carpet to the left, to avoid the Thwomps.

C MINI-TURBO ESCAPE

In order to use your mini-turbo to exit this room, you'll have to start your slide on the tile to the left of the carpet. Make sure you slide around the first set of Thwomps, then try to power-slide under the left Thwomp of the second pair. You can steer slightly when in a power-slide, so adjust your trajectory as you go! Use your mini-turbo boost to straighten out into the following narrow hallway. If you aim correctly, you should boost into the hallway without hitting the wall.

D SLIP SLIDING

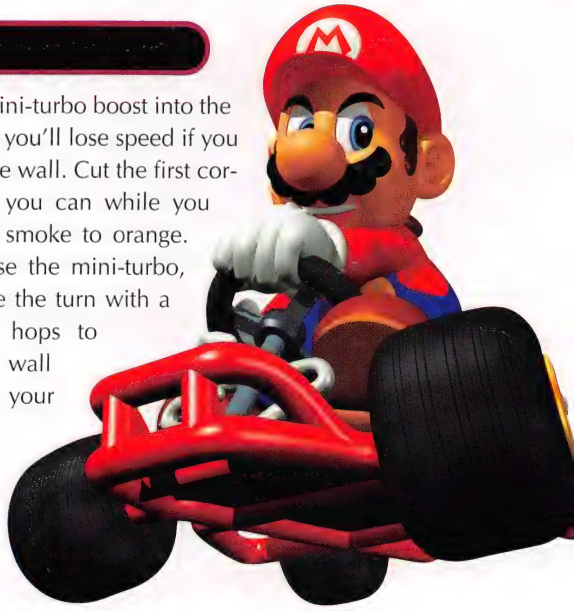
The two Thwomps in this room move slowly from side to side in opposite directions. They are fairly slow moving, but if you think you might hit one, it's better to slow down and avoid it. Power-slide through this room and slam into the wall ahead once. If you hit it twice, you'll have a hard time lining up for the bridge.

E HOP AND HOP AGAIN

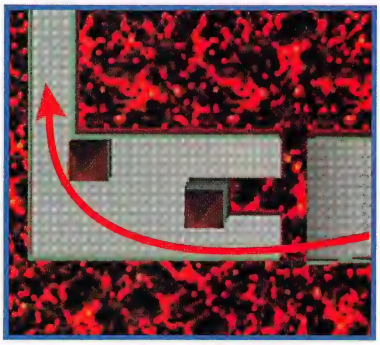
If you go straight down the stairs, you shouldn't have any trouble lining up for the next turn. Jump repeatedly as you turn to quickly make it through this hairpin made of double 90-degree turns. Since this technique will slow you down anyway, try to cut the corner on the grass to your left as tight as possible.

F RAMPING UP

You can get a mini-turbo boost into the spiral ramp, but you'll lose speed if you just slam into the wall. Cut the first corner as tight as you can while you power up your smoke to orange. After you release the mini-turbo, try to take the turn with a series of hops to avoid the wall and keep your speed up.



G JUMP AND SLIDE

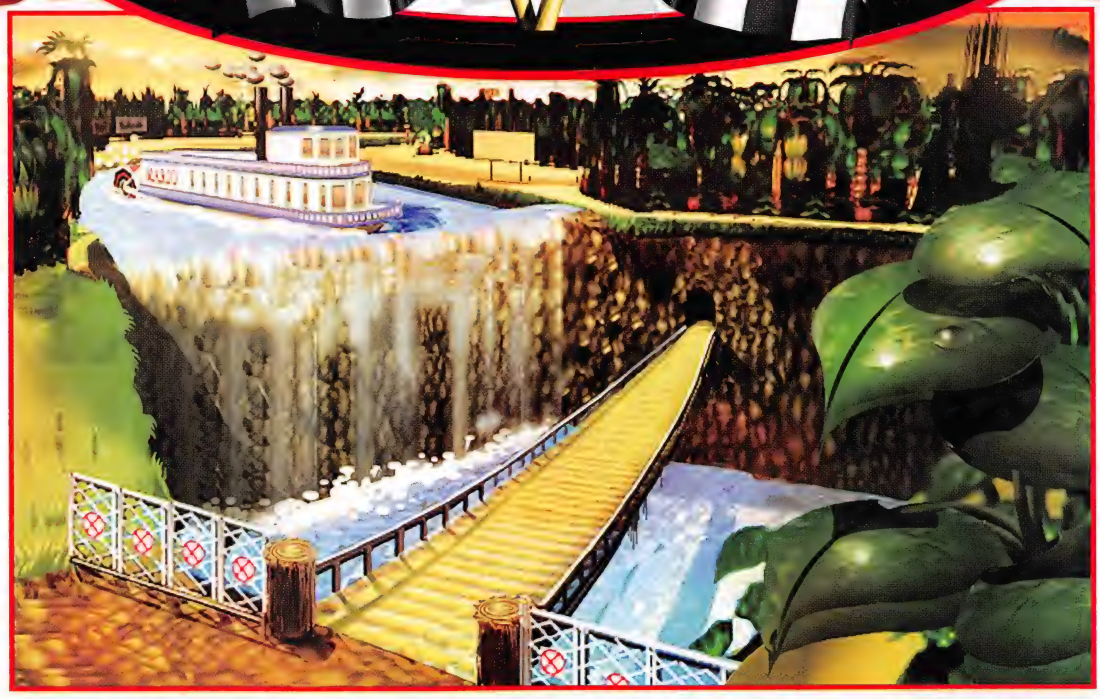


Angle to the left side as you go over the second jump and start power-sliding as soon as you land. If you start your power slide too late, you won't be able to get a mini-turbo boost into the straightaway near the Starting line. Don't go straight down the middle of the second jump or you'll end up in the lava.

As soon as you land from the second jump, hold the Control Stick to the right and start your slide.

SPECIAL CUP

D.K.'S JUNGLE PARKWAY



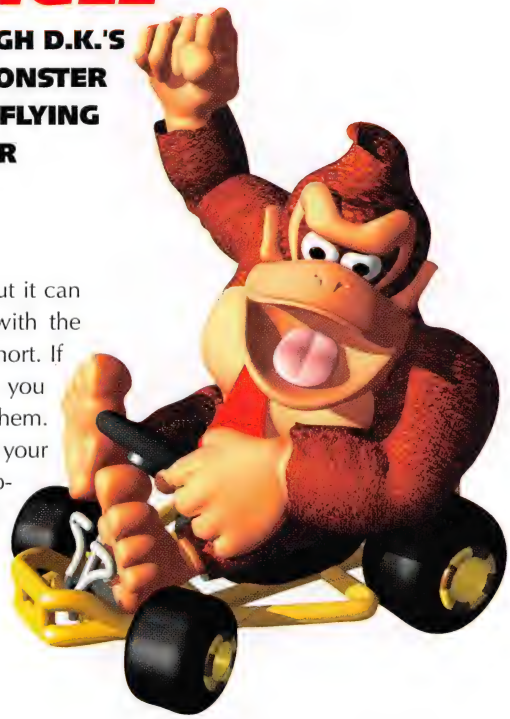
COURSE LENGTH: 893m

WELCOME TO THE JUNGLE

DRIVE YOUR KART ON A FUN-FILLED SAFARI THROUGH D.K.'S JUNGLE PARKWAY. YOU'LL ENCOUNTER ANOTHER MONSTER JUMP, NARROW TWISTING PATHS AND MYSTERIOUS FLYING COCONUTS THAT KEEP YOU FROM STRAYING TOO FAR OFF THE BEATEN PATH.

WHEN LIGHTNING STRIKES

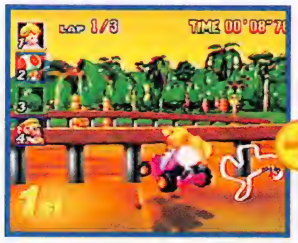
Getting zapped with the Lightning Bolt is always a painful experience, but it can be especially hazardous in the jungle. If you shrink your opponents with the Lightning Bolt before they go over the big jump, they will fall woefully short. If your opponents are off-road when you zap them, the coconuts will squash them. There are other places to mess with your opponents in this course, too. Try dropping Bananas or Fake Item Boxes on the narrow bridge before the cave.



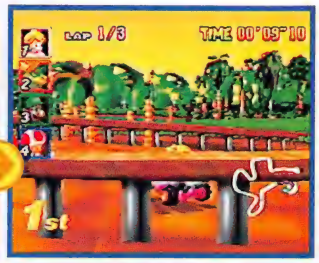
STRATEGIES
GRAND PRIX AND VS. MODES

1 JUMP THE FENCE

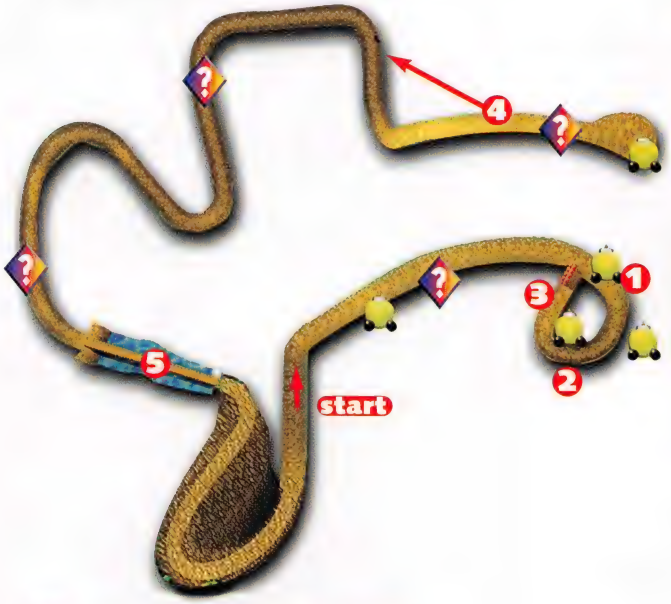
Rather than taking the spiral ramp up to the booster-arrow assisted jump, you can quickly cut across the jungle and jump the fence. Go off the trail before you pass under the jump and head for the spot on the fence where the ramp starts to angle up. You have to time your jump just right to make it, and if you fail, you will lose time.



Adjust your Kart to angle slightly left (toward the booster arrows) before you jump over.



Unlike other shortcuts, here you don't have to jump at a right angle to the fence.



2 BRING THE HAMMER DOWN

Use the Lightning Bolt to shrink your opponents just before they reach the booster arrow at the top of the monster jump. When they're tiny, your opponents' Karts won't be able to make the leap over the river and will land on the small island below. From there, Lakitu will pick them up and put them back on the track behind the booster arrow.

Shrink and sink! Bolting opponents while they are in midair will ground their flight over the river.

3 JUST A JUMP TO THE LEFT

Just before you go off the jump over the river, you can adjust your trajectory to angle slightly to the left. Aim for the Item Boxes on the other side to make a safe landing. If you steer too much to the left, you'll fall into the drink! You can always gain on computer-controlled opponents using this technique since they will go straight over the jump.

Aim slightly to the left just before you go over the jump. If you make it, you will land close to the Item Boxes, in position to collect a new weapon!

4 MIXED UP NUTS

Usually when you go off the course you will be buffeted back onto the track by coconuts that fly out of nowhere. Not only will you slow down as you go off the course, but the coconuts will also sap your speed. However, if you use a Mushroom or Super Star, you can outrun them a bit. This can be useful for cutting off-road in some places.

If you have a Mushroom or Super Star, go straight across rather than taking the corner.

5 NOWHERE TO RUN

Be sure to pick up an item just before the bridge, if you don't already have one. The bridge is a perfect place to lay a nearly foolproof Banana or Fake Item Box trap. If someone is following closely behind, fire a Green Shell to the rear. He or she will have no time to react and nowhere to go!

TACTICS
TIME TRIALS MODE

Novice	**2:37.23**
Intermediate	**2:27.89**
Advanced	**2:13.38**

A JUMP THE FENCE

After you power-slide around the first turn, you'll see a break in the trees to your right. Instead of continuing around the loop, cut across the grass to your right and jump over the fence. You'll land on the stretch of track just before the ramp. Pivot left as you go over the fence then zip up the slope to the ramp.

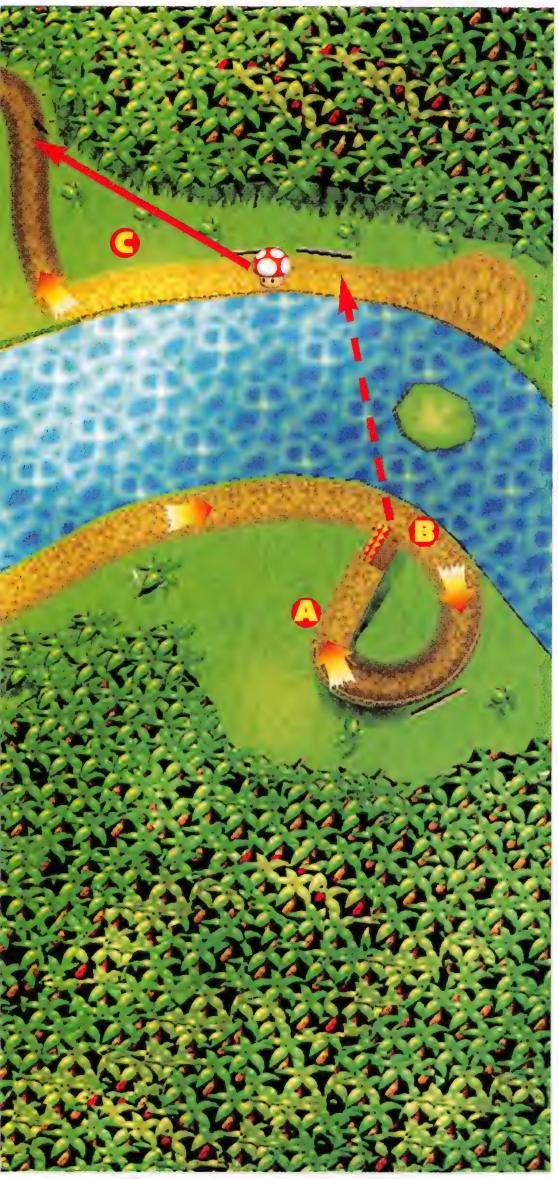
Start a power slide while you're still on the track and use the speed from the mini-turbo to help you jump over the fence.

B DIAGONAL JUMP

The booster arrows on the ramp will launch you across the river. Instead of going straight ahead, angle your Kart to the left diagonally as you take off. You must be very careful, since you won't be able to swerve or steer once you're airborne. When you land, use the spin turn technique to pivot left and get your Kart back on course.

Stay on the left side of the track and turn about 30 to 35 degrees to the left just before you take off.

When you land, hold Left and press A and B simultaneously to pivot quickly.



C TURBO PAST THE PALMS

Follow the main path until you see a break in the trees to your right. Turn right onto the grass and activate one of your Triple Mushrooms. As you bounce over the embankment, aim straight for the road signs that will appear in the distance. The speed boost from your Mushroom will fade before you get back on the track, but don't worry. Just floor it, and you'll be fine!

Use just one Mushroom per lap. You'll slow down before you're on the track again, but you'll still save time.

D RIVER RACE

The track will now curve back toward the river. Start a power slide about halfway between the curve and the hairpin turn. As your Kart pivots, you'll see a space between a bush and a tree on the right side of the track. Activate the mini-turbo to punch through the gap. If you miss the shortcut, you can still cut across the grass to the left of the tree.

Use the mini-turbo to punch through the gap. Even here, you'll be pelted with coconuts.

E DOWNHILL RUN

Start a series of power slides as soon as you pass the hairpin. With some practice, you should be able to execute three of them without much trouble. Hold the last power slide a bit longer than the others, and use the mini-turbo to blast over the bridge. Don't slide too far or you won't make the bridge without hitting a post or a rail.

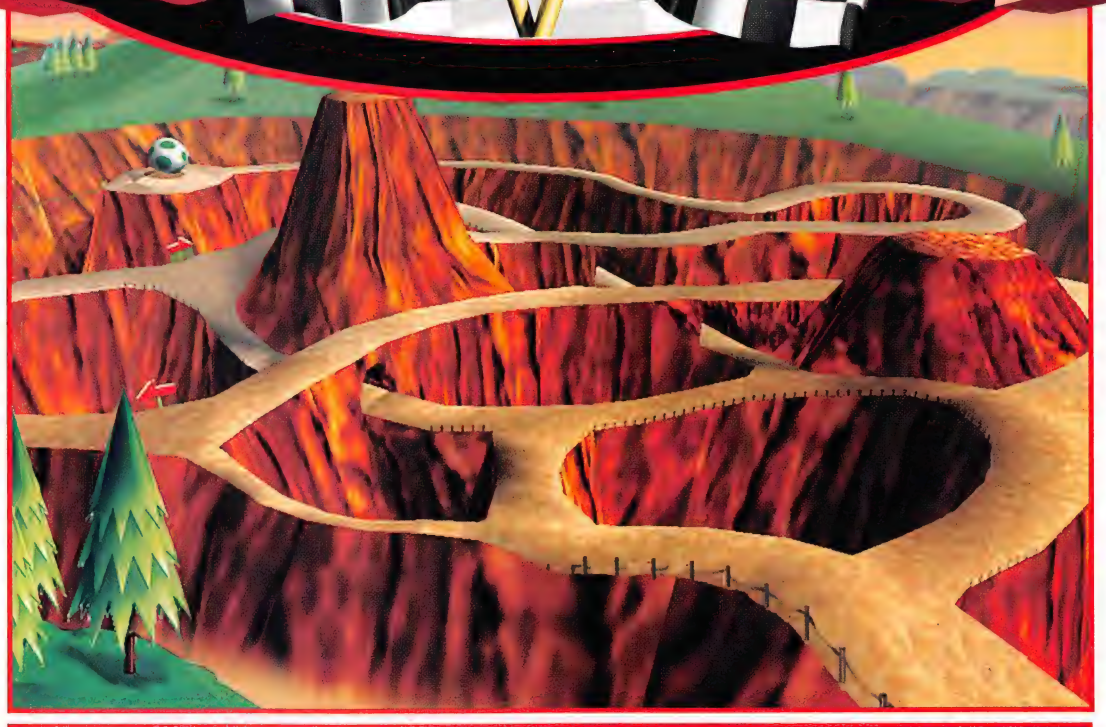
F UPHILL RUN

Start a power slide just before the end of the bridge and activate the mini-turbo as soon as you're in the cave (you should be at about a 90-degree angle to the bridge). Now power-slide immediately in the opposite direction. Your momentum will carry you off the main path and up the slope. Use the mini-turbo to climb the rest of the way or save it for the home stretch.

If you stall on the slope, hop very quickly to climb up the rest of the way.

SPECIAL CUP

YOSHI VALLEY



COURSE LENGTH: 772m

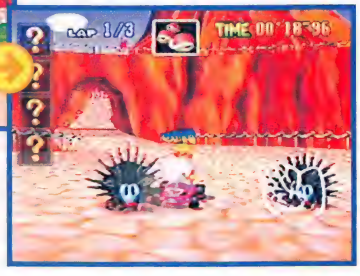
MOUNTAINOUS MAZE

ALL OF THE WINDING PATHS WILL EVENTUALLY LEAD YOU TO THE FINISH LINE, BUT THE TRICK IS TO FIGURE OUT WHICH ROUTE IS THE FASTEST. THIS COURSE WILL SEPARATE THE CHAMPIONS FROM THE ALSO-RANS!

YOU TAKE THE HIGH ROAD...

Some routes may be easier to navigate than this one, but they may still take longer to complete.

The shortest route through this course (marked by a red line on the map) is also one of the most treacherous, with a multitude of Spinys lying in wait for rubber-tired prey. Even if you get a flat or two, though, you'll still have a good chance of staying ahead of your opponents. Chances are, they'll run into trouble of their own!



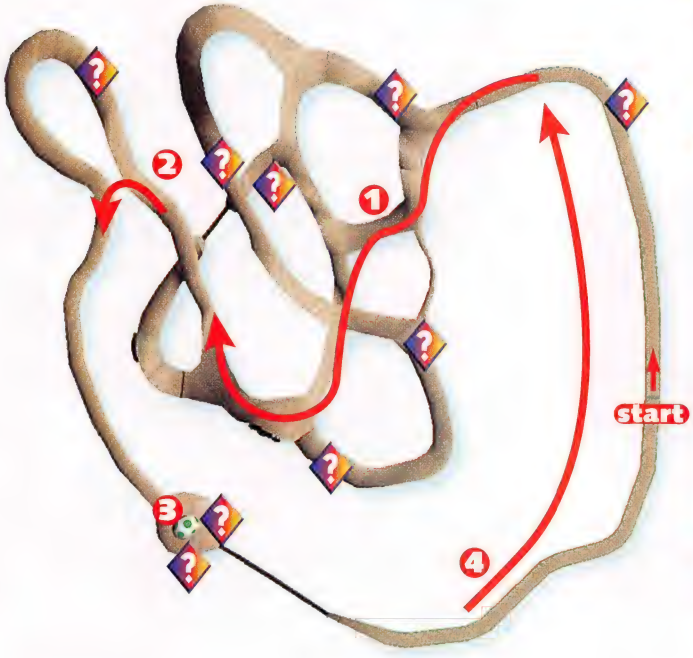
The Spinys are nearly unavoidable. Cross your fingers and hope for a Super Star or a Boo!

STRATEGIES
GRAND PRIX AND VS. MODES

1 FLAT TIRE INSURANCE

Take advantage of the long first turn and whip through a few power slides before you enter the maze. Shells and Bananas won't do diddly to protect you from the prickly Spinys, so you'd better hope for a Super Star or a Boo from your first Item Box.

The Super Star's powerful aura will blunt the Spinys' sharp quills.



2 CANYON JUMP

As you pass the end of the guardrail on the right, slide in a wide arc (a regular slide, not a power slide) from the right side of the track to the left. Hop two or three times as you slide and jump just before you drop off the track to leap across the chasm!

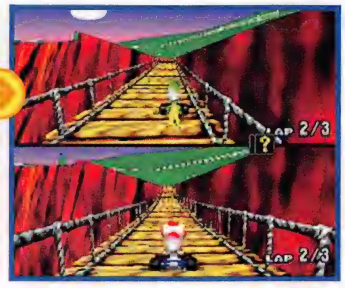
Line up parallel with the track across the way when you jump.

Making this jump will ensure a place in the top three!

3 BRIDGING DISASTER

Try to power-slide past the giant egg and pick up an item, if you don't already have one. Plant a Fake Item Box bomb on the bridge or drop a few Bananas all along its length. On the narrow confines of the bridge, once a Kart recovers from one Banana, there's a good chance it will hit the next one and wipe out again!

Try to drop items in the center of the lane so other Karts can't miss them.



4 LAWN TRACTOR

If you have the right item, you can even cut below the hill and bypass the Finish line altogether.

Power-slide as soon as you can after you come off the bridge. When you see the Finish line over the hill, use a Super Mushroom, a Super Star or Triple Mushrooms and head straight for it. If you have only a single Mushroom, keep power-sliding until you reach the shallow S-curve farther up the hill, then cut left toward the Finish line.

If you have only a single Mushroom, wait until you're closer to the Finish line before cutting across the grass.

TACTICS
TIME TRIALS MODE

Novice	**2:20.57**
Intermediate	**2:06.43**
Advanced	**1:50.47**

A DAREDEVIL STUNT

Making this jump is the best way to lower your time on this course. As you approach point A on the map, you'll see guardrails lining the track. As you pass the end of the rail on the right, slide in an arc from right to left. Hop as you slide to pivot your Kart around and jump just before you go over the edge. If your speed, angle and timing are just right, you'll leap across the canyon to the track beyond. You'll keep pivoting in midair, so you should be almost, but not quite, parallel with the track across the way when you leap.

Start your slide just past the rail on the right side of the track.

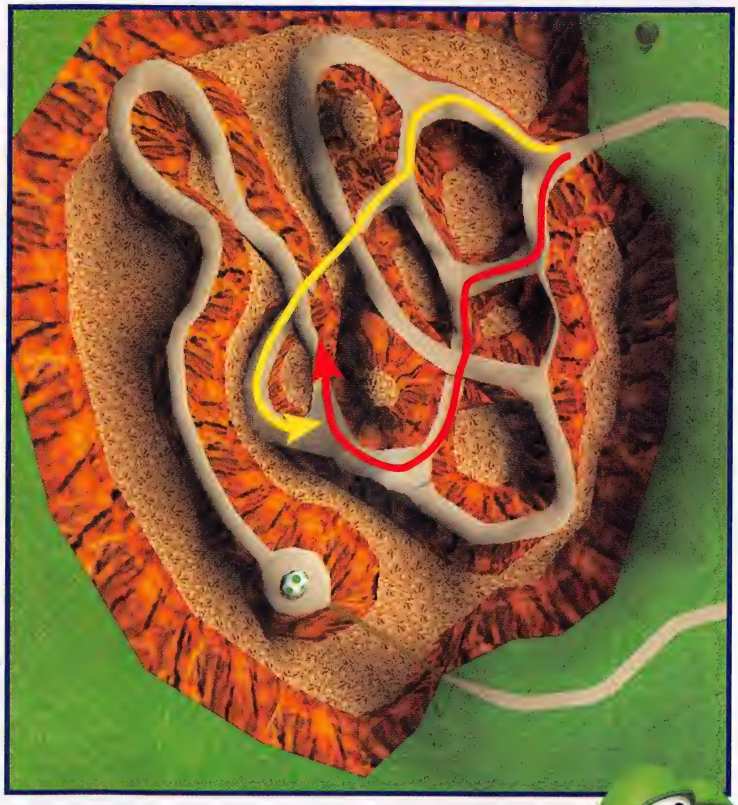
Don't hop constantly through the slide. Hop a couple of times as you start sliding, but pause for a second before you make the final jump off the track.

B CAN'T BREAK THIS EGG

You should be able to churn out two mini-turbos on the curve just before the giant egg. Unfortunately, this will give you little time to gauge the egg's movements, but here's a tip that may help. If the egg is at the center of its space when the Item Boxes start popping into view, let off the throttle just a tad. As you get closer, the egg will move to one side or another. Start a power slide to whichever side the egg is moving away from, then aim for the bridge.

You'll have only a second or two to decide on a game plan. If things start to look bad, abort the power slide and adjust your course.

IS SHORTEST REALLY FASTEST?



The big debate in Yoshi Valley is over which route through the course is fastest. While we recommend the shortest route (marked in red on the map above), some drivers prefer a slightly longer route (marked in yellow) that has fewer Spinys. Both routes have their pros and cons (Spinys vs. a bottle-necked bridge, shorter route vs. more power slides), and your own driving style will determine which route is better for you.

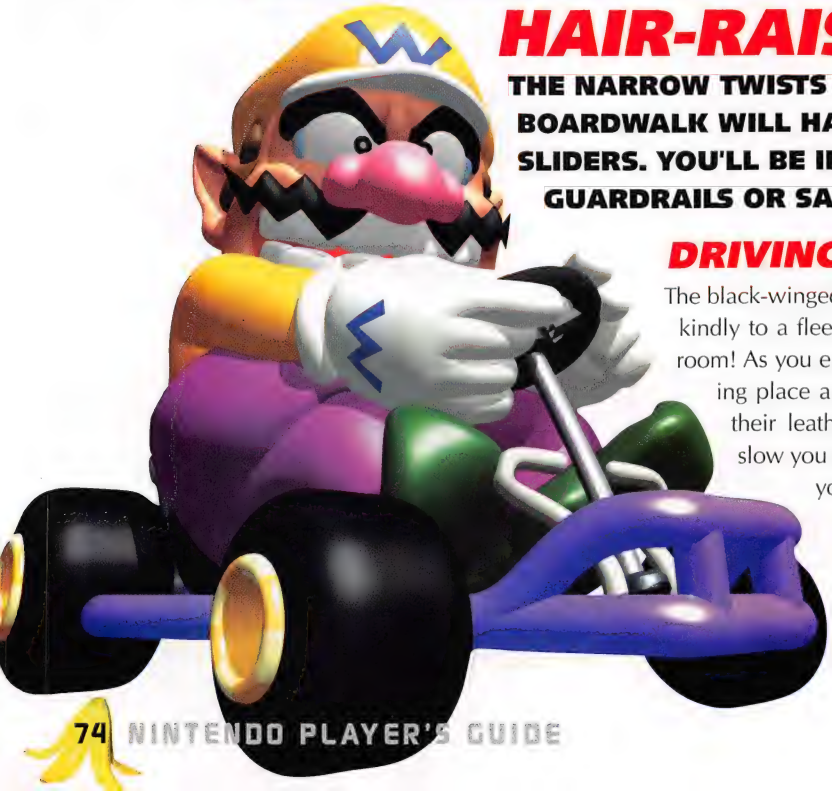
C TRIPLE TIME

Some drivers like to hold their Triple Mushrooms in reserve, either for making up time after falling off the track or for use on this shortcut. If you don't swerve much, and you manage to light a mini-turbo just as you leave the track, you might make it to the Finish line using just one of your three boosts.

SPECIAL CUP

BANSHEE BOARDWALK

COURSE LENGTH: 747m



HAIR-RAISING HAIRPINS

THE NARROW TWISTS AND TURNS OF THE BANSHEE BOARDWALK WILL HAUNT EVEN THE MOST SKILLED POWER-SLIDERS. YOU'LL BE IN CONSTANT DANGER OF BOUNCING OFF GUARDRAILS OR SAILING INTO THE MURKY WATER BELOW!

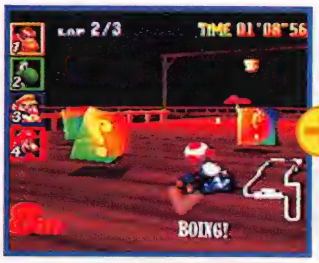
DRIVING THEM BATTY

The black-winged inhabitants of the haunted house won't take kindly to a fleet of noisy Karts barreling through their living room! As you enter the house, they'll flap out from their hiding place and pummel you with their leathery wings. They can slow you down and even make you spin out!

STRATEGIES
GRAND PRIX AND VS. MODES

1 NARROW BEAM

This turn is particularly tough to power-slide through. Though you'll want to slide from the outside to the inside of the turn, the inner edge of the track has no rail, so keep an eye on your slide angle.



Hold your power slide through the entire turn and hit the mini-turbo when you see the straightaway.

The timing on this turn differs a lot between the 50cc, 100cc and 150cc class races.

2 IN LINE FOR DISASTER

There's almost always a lot of jockeying for position and Item Boxes here on the first lap. In the Vs. Mode, the Item Box that's second from the right is lined up perfectly with a Mini-Bomb Kart on the track beyond. Go for a different box and let someone else take the heat!

Grab a different box or at least steer clear of the Bomb Kart.

3 SABOTAGE

With a wicked curve to it and no guardrails, this S-curve is the most dangerous spot on the track. If you have a Lightning Bolt, watch your radar and wait for your opponents to approach the curve. Launch the bolt just before they hit the curve and watch them fly out of control and off the track!

Keep an eye on your positions and use a Lightning Bolt when your opponents approach this curve.

4 BATS IN YOUR BELFRY

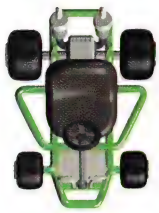
This tactic is not as sure-fire as the previous one, but it's sure to take your opponents by surprise. Launch a Lightning Bolt just as your opponents enter the haunted house. If they're hit by bats while they're small, they'll be crushed, and you'll be on your way to another spectacular victory!

5 SKIP TO VICTORY

The winding path through the haunted house will challenge your sliding skills to the utmost. Hop to adjust your angle as you're sliding. You can also save time by jumping over the hole in the floor in the first room. Using a speed-boosting item will ensure a successful jump.

Not only will you save time, but you might also avoid some of the bats.

TACTICS
TIME TRIALS MODE



Novice	**2:14.41**
Intermediate	**2:07.42**
Advanced	**1:59.60**

As you cycle through the power slide, make each movement of the Control Stick distinct but fast.

A ONE CHANCE

A lot of drivers prefer to race defensively on Banshee Boardwalk in the Mario GP and Vs. Modes, but you'll still have to run flat-out if you want to set a Time Trials record. As usual, get a Rocket Boost off the Starting line and execute a power slide immediately around the first turn. As soon as you activate the mini-turbo, power-slide again in the opposite direction. The timing here is tight–if you don't start your second slide immediately past the first turn, you won't have time to complete it before you hit the wall ahead of you.

The second power slide must be as quick as the first to avoid the approaching rail.

The rail will keep you on the track but will interrupt a power slide or a mini-turbo.

B LONGER SLIDE

Draw the next power slide out a little longer than you did the first two. Start the slide just before the gap in the guardrail on the right. Lining up your Kart won't be half as difficult without other vehicles to contend with. Activate the mini-turbo as you reach the peak of the turn to break out of the slide and power down the straightaway. Don't move the Control Stick as you go down the straightaway unless you absolutely must.

Hold the slide as you go into the turn and line up with the straightaway.

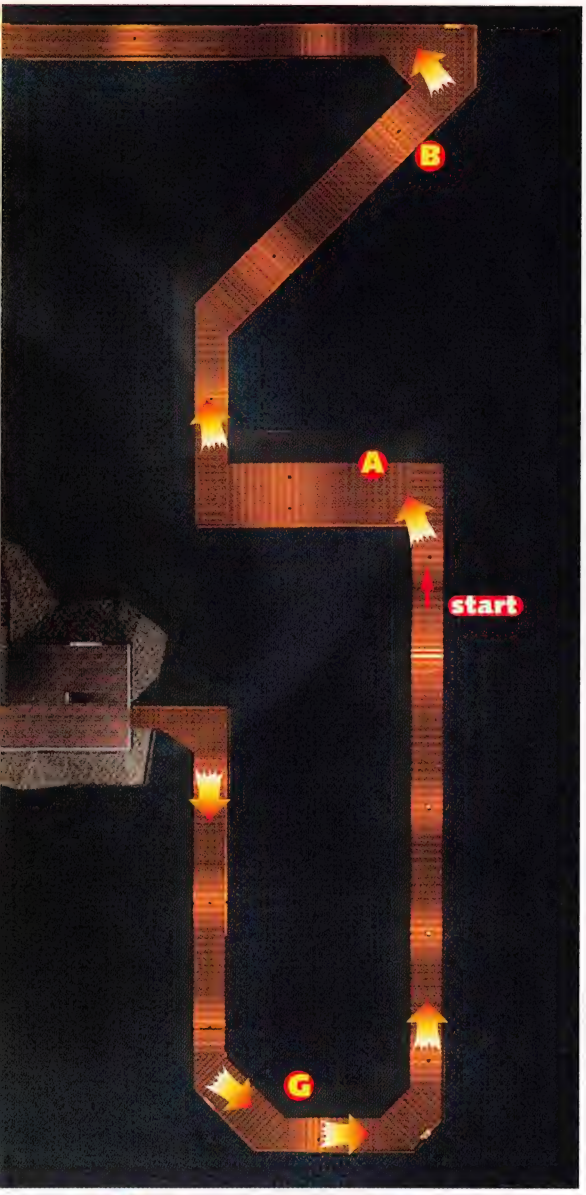
Hit the mini-turbo at the apex of the corner and not before.

C BUMPY RIDE

Begin another power slide as the boardwalk slopes upward. The planks on the left side of the walk are a little warped, so start on the right side of the track and slide to the left. To get the most juice out of your boost, activate the mini-turbo just before you reach the top of the hill. The turn is shallow enough that you won't have any trouble negotiating the angle.

D FULL SPEED AHEAD

Only the bravest (or the most foolhardy) drivers need try this next stunt. Start a power slide at the end of the guardrail on the left and use a mini-turbo to blast straight through the railless S-curve. Hop a couple of times to correct your course through the turn and get onto the straightaway.



E MUSHROOM JUMP

Making big jumps will actually slow you down, so use one of your Triple Mushrooms just before the track falls away. Power-slide once around the long curve if you can manage it, and then, as the entrance to the haunted house appears, power-slide in the opposite direction. Hit the mini-turbo just as you enter the house.

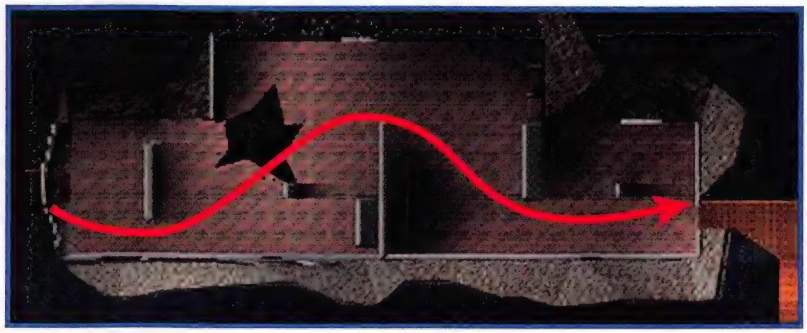
Stay on the right side of the track as you head off into the wild blue yonder.

Start power-sliding as soon as you land, and watch out for the gaps in the guardrail.

F SLICE AND DICE

Needless to say, timing is crucial. If one move is late, the whole sequence will be thrown off.

The real key to getting through the haunted house quickly is timing your slides perfectly. Slide or hop as you enter to avoid the wall on the right. Skirt the edge of the hole ahead of you or jump over the small gap on its right side. When you land, power-slide immediately around the middle wall and hit the mini-turbo as soon as you clear it. Now execute a power slide in the opposite direction to line up with the back door.



G FINAL HAIRPIN

Even with some guardrails missing, the final hairpin turn is easier to navigate than most. Power-slide as shown below and try to keep on an inside line as much as possible. If you take a wider track on the turn, you can power-slide three times, but you'll still take longer than you would if you hugged the left side of the course.

If you jump the hole, start power-sliding as soon as you land.

Follow the red line on the map as closely as you can for the best time possible.

SPECIAL CUP

RAINBOW ROAD

COURSE LENGTH: 2,000m

THE LONGEST DRIVE

THE GENTLE TURNS WILL HARDLY SEEM CHALLENGING, BUT IF YOU THINK THE RAINBOW ROAD WILL BE A CAKEWALK, CONSIDER THIS: YOU'LL PROBABLY HAVE TO POWER-SLIDE AT EVERY OPPORTUNITY JUST TO PLACE IN THE TOP THREE!

CHOMP CITY

Partially camouflaged by the bright colors of the track, roving Chomps will suddenly loom out of nowhere and pounce on unsuspecting drivers. As with the Spinys of Yoshi Valley, you can sometimes dodge a Chomp by aiming for the spot it's at when you first see it. If you're lucky, it will be gone by the time you get there–but only if you're lucky! Drop Bananas as you whiz by a Chomp to make things tougher for anyone behind you.

Though they're not very fast, Chomps often get in your way!

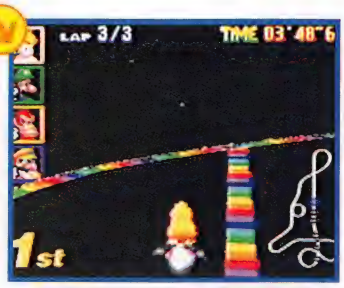
Hitting a Chomp is just as bad as hitting a Mini-Bomb Kart.

STRATEGIES
GRAND PRIX AND VS. MODES

1 STEADY AS SHE GOES

Get a Rocket Boost off the Starting line and haul Kart down the hill. Be very steady on the Control Stick and run straight down the center of the track. If you're going fast enough, your Kart will fly off the track on its own, and if you're swerving left or right, you'll go out of bounds.

You might not be able to keep your Kart on the track, even if you don't want to jump!



Once your tires leave the pavement, it's practically impossible to direct your course.

2 THAR SHE BLOWS!

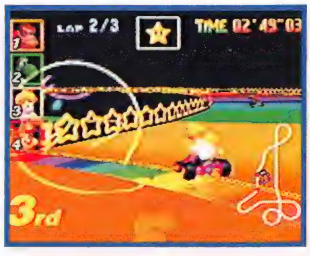
A golden guardrail encloses both sides of the Rainbow Road, but that's not enough to keep Karts from sailing off into the starry night. If you receive a Super Star, activate it and try to hit another Kart. There's a good chance that the impact will send the other Kart over the rail and off the course. The targeted Kart doesn't have to be very close to the guardrail for this attack to work. You can also blast a Kart over the edge with a shell, but your chances of success are much slimmer.

A Super Star attack will often send your opponent flying off the course, giving you a chance to build a commanding lead.

You'll have a better chance of blasting an enemy off the course with a shell if the target is close to the rail or hopping through a turn.

3 USE IT OR LOSE IT

This loop will give you lots of chances to power-slide. Crank out the mini-turbos as quickly as you can and hop between power slides to adjust your Kart's angle. Mini-turbos will do you little good if you keep smacking into the guardrails and canceling them out!



You've probably been wishing for more turns up until now. We bet you'll change your tune here!

4 HOME STRETCH

Unless you have some time to make up, save any really good speed-boosting items for the last hill before the Finish line. You can power-slide on the loop just before the slope, but you'll lose momentum long before you get to the top of the hill. Try to time things so your speed boost runs out just as you crest the hill.

TACTICS
TIME TRIALS MODE

Novice	**6:00.47**
Intermediate	**5:31.89**
Advanced	**5:09.18**

A HOP THE FENCE

Cut huge chunks of time off of the Rainbow Road by leaping into the void. From the Starting line, begin by scooting to the right. Don't use your Rocket Boost from the start. At the second yellow tile, start moving to the left. As you start down the steep hill, you'll be aimed half toward the rail. On the third yellow tile, jump the fence. If your position is correct, you'll land between the first two loops with only 10 seconds elapsed. This isn't easy to do. Practice it.

When you land, you'll be facing the fence and you'll have to turn uphill. Landing on the red tile is your best bet, but landing anywhere on the track will still put you in the lead.

B SEVEN SLIDES

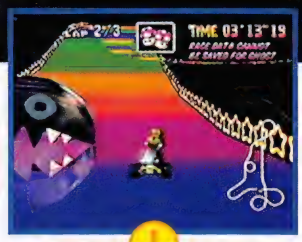
You'll have to be fast on the Stick to perform seven power slides and mini-turbos through this tight loop. Begin your first power slide before you enter the loop and continue sliding and getting mini-turbos until you come out of it. Then straighten out and look for the upcoming Chomp on the right side of the track.

If you perform all your power slides in the loop, you can reach the next Chomp in about 13 seconds.

C CHOMPED

The most dangerous part of the Rainbow Road, apart from the terrifying shortcut jump mentioned above, is the presence of Chomps. These voracious enemies will take a bite out of any player who runs into them. On the first lap, you can avoid Chomp encounters by staying in the center of the track. On the second lap, stay far to the right side past the first two Chomps, then move to the left side. On the third lap, Chomps are in the center.

Knowing where the Chomps appear can help you avoid them. On the first lap, stay to the center.



D MUSHROOM BOOST

It's always important to make the most of your boosts when going for new time records on any course. Save your three Mushrooms until you reach the hill before the final two loops, then blast uphill to maintain your speed. Using mini-turbo boosts on all of the corners should keep your speed high before and after this critical point. Activate the Mushroom on the red tile at the bottom of the trough for maximum impact.

Blast up the slope by activating one Mushroom when you reach the red tile at the bottom of the hill.

Take a center line and be ready to power-slide as soon as you reach the top of the slope.

E MINI-TURBO INSANITY

Eleven mini-turbo boosts in two loops, count 'em. You can do it if you push yourself to the limit with continuous power slides. As soon as you mini-turbo out of a power slide you can turn your Kart without any speed loss. That's the time to begin the next power slide/boost sequence. Begin your first power slide before you actually enter the first loop and begin your final power slide as you're coming out of the second loop.

Begin the first of 11 power slides before entering the first of these two loops. Try to stay close to the inside fence without touching it.

F SLIDING ON THE S-CURVE

You don't need full-blown loops and turns to use power slides and get a mini-turbo. The S-Curve on the final stretch offers a good place to slide for extra speed. Stay to the right as you enter the S-Curve, work up a mini-turbo, then pull a second power slide as you go through the middle of the curve. With practice, you can get two mini-turbos in this area.

BATTLE MODE

IT'S THE BATTLE OF THE CENTURY!

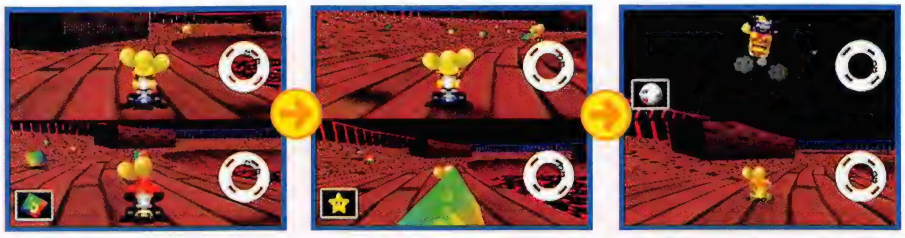
NOW THAT YOU'VE PROVEN YOUR RACING SKILLS BEYOND A SHADOW OF A DOUBT, IT'S TIME TO FACE NEW CHALLENGES IN THE BATTLE MODE ARENAS. THIS IS WHERE THE RULES OF THE ROAD NO LONGER APPLY AND WHERE THE TERM "DEFENSIVE DRIVING" TAKES ON A WHOLE NEW MEANING! OUR DETAILED ARENA MAPS AND SECRET BATTLE TACTICS MIGHT BE THE ONLY DIFFERENCE BETWEEN A GLORIOUS VICTORY AND A HUMILIATING DEFEAT. WILL IT BE THE WINNER'S CIRCLE OR THE SCRAP HEAP FOR YOU? THAT DEPENDS ON WHETHER OR NOT YOU HEED THE ADVICE ON THE FOLLOWING PAGES!

KART WARS

BATTLE MODE IS A FREE-FOR-ALL FIGHT IN WHICH TWO TO FOUR DRIVERS ATTEMPT TO BURST EACH OTHER'S BALLOONS. UNLIKE THE OTHER MODES, SPEED ISN'T ALL THAT IMPORTANT HERE, ALTHOUGH FAST ACCELERATION HELPS. ALL OF THE FOLLOWING BATTLE STRATEGIES WORK IN ANY OF THE FOUR BATTLE ARENAS.

BASICS

Here's the number one rule: do unto others what they are planning to do unto you. In other words, use items to make opponents slip, crash, blow up and fall off the track before any of those fun things happen to you. You can attack directly with your own Kart, as well, becoming a four-wheeled, balloon-toting battering ram. All the while, you must keep an eye peeled for suspicious items on the track and other Karts lurking nearby. As for winning, the last Kart to retain a balloon wins the match.



SHELL ATTACK

BANANA SLICK

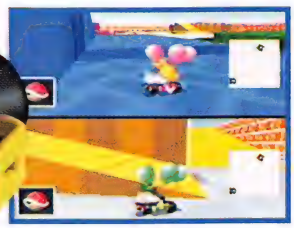
OFF COURSE

WINNING THE WAR

ONE: WAGE CLASS WARFARE

LIGHTWEIGHT

This fast but feeble group may be perfect for sprinting around an empty course in the Time Trials, but here, they don't have much crashing power.

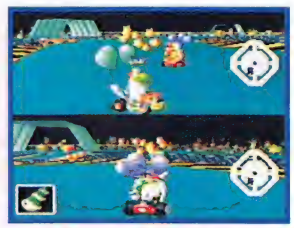


MIDDLEWEIGHT

Because of their slow acceleration, Mario and Luigi make for even worse choices than the Karts in the Lightweight class. Fast acceleration counts!

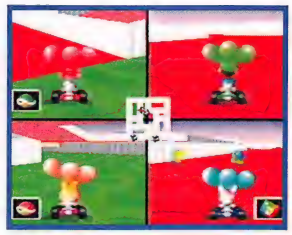
HEAVYWEIGHT

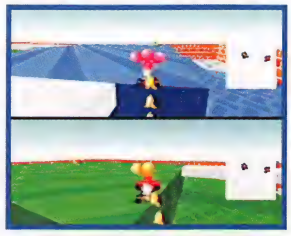
You guessed it: the big bruisers can dole out the pain when they slam into other Karts, and they can take abuse, too. Weight and decent acceleration make them ideal.



TWO: KNOW THY ENEMY

Probably the most useful thing to do in Battle Mode is to watch your opponents as carefully as possible. Sometimes this might mean slowing down so you don't have to worry about charging through a Fake Item Box or Banana. You can check out your battle buddies on the radar, identifying other racers by their individual colors. You can look at their screens on the TV, as well. Finally, you can see them in your screen at times. Note where they are and what they are doing. Forewarned is forearmed.



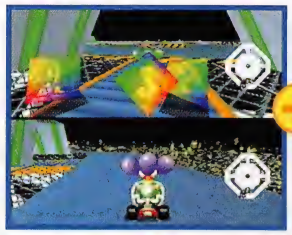


THREE: USE WEAPONS OF WAR

ITEM BOX

When Karts hit Fake Item Boxes, they blow up and lose one balloon. The best places to plant such boxes are among other boxes and around blind corners. The trick, of course, is to remember where you placed them so you don't blow up yourself. A little thought gives you a big edge.

On your first lap, try to note where Item Boxes are positioned. Beware of lone boxes.



Cunning box bombers leave fakes near real Item Boxes or around blind corners.

Always check out the merchandise before you decide to buy!

SHELLS

The most basic attack is to fire Koopa Shells at your opponents. Green Shells can be used as a barrier to protect your Kart and give you an advantage in ramming. Firing Green Shells into walls so they bounce back and forth creates an excellent trap, as well.

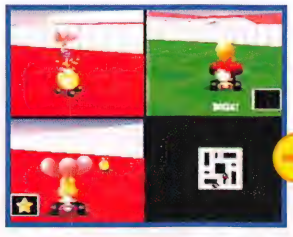
Ricochets are a big threat on the enclosed arenas.

Green Shell shields can protect you from side impacts...

...but they can't protect you from aerial attacks!

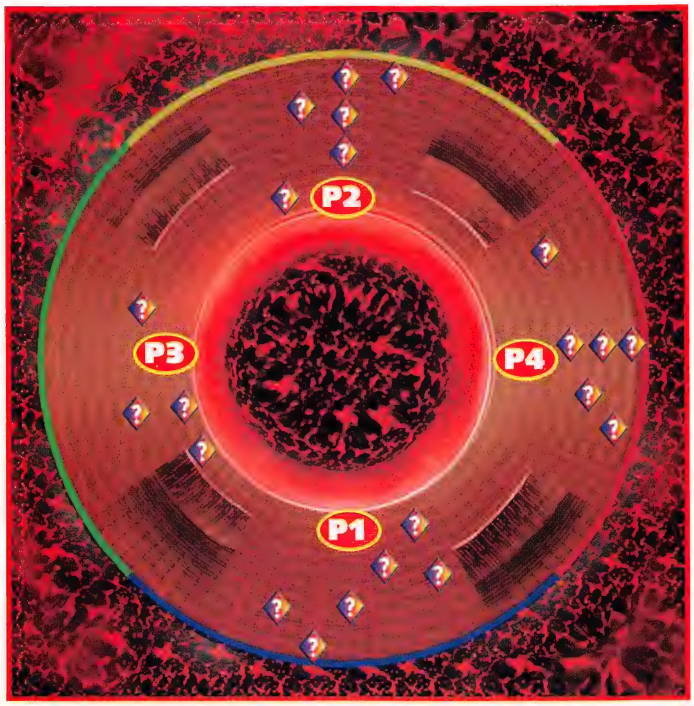
FOUR: EXACT REVENGE

Even if you lose all of your balloons in a three- or four-player game, you still have another chance to get in some licks. Your Kart will turn into a Mini-Bomb Kart, giving you one shot at becoming a kamikaze spoiler. Since you can't win once you become a bomb, it doesn't matter who you ram. Just remember that once you hit another Kart, your explosion will cost it one balloon and you'll be through for the match.



If you lose your balloons, you can still go out with a bang.

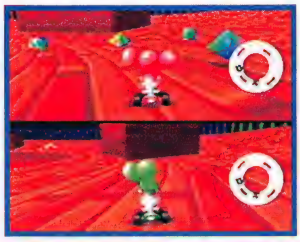
BIG DONUT



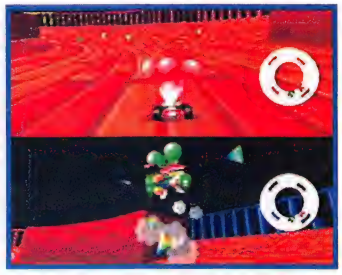
THE SLOPING SURFACE OF THE BIG DONUT ARENA WILL HELP YOU KEEP TRACK OF YOUR OPPONENTS. TRY TO ATTACK OR RETREAT WHILE RUNNING DOWNHILL FOR ADDED SPEED AND THE ELEMENT OF SURPRISE.

ITEM BOXES GALORE

Unlike some of the other Battle Mode arenas, Big Donut is chock full of Item Boxes everywhere you turn. You'll be able to catch opponents easily with Fake Item Boxes–just be sure you remember where you put them!



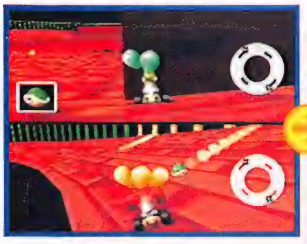
If a Fake Item Box is placed on the edge of the arena, the explosion could...



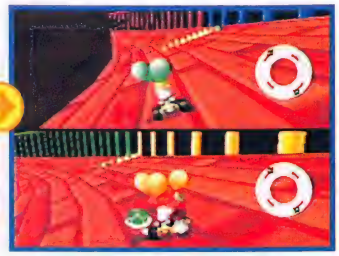
...hurl the victim into the lava for a total of two balloon-bursting hits!

HIDE 'N' SEEK

Most drivers like to keep moving, so try lying in wait behind a wall. Watch your opponents on your radar and ambush them as they go by. The walls are also good for defense. If you know you're being targeted by a homing Red Shell, duck behind a wall. If you're lucky, the shell will be deflected before it can catch up to you.



You can also lay a trap by firing Green Shells at a wall at a nearly 90-degree angle.



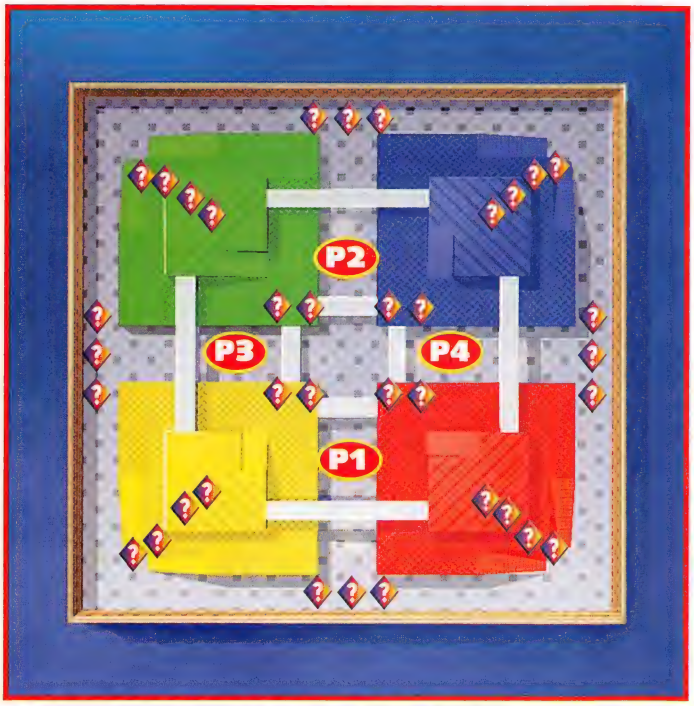
The shell will bounce between the wall and the arena's outer edge.

SNEAK ATTACK

A good tactic for heavier Karts is to hang around the Item Boxes closest to the inner edge of the arena. Watch your radar screen and your opponents' viewscreens to keep track of where they are. If they come into range, ram them from behind at full speed and try to force them into the lava.

Keep an eye on your radar screen and your opponents' regular screens to see where they are.

BLOCK FORT



BLOCK FORT IS WHERE WATCHING YOUR OPPONENTS' VIEWSCREENS REALLY COMES IN HANDY. WITH THE DIFFERENT COLORED PLATFORMS IN THIS ARENA, YOU'LL BE ABLE TO TELL WHERE THE OTHER KARTS ARE AT A GLANCE.

HIGH GROUND

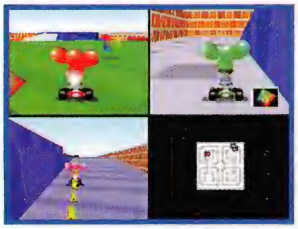
Wait on top of a platform with Triple Green Shells. When a Kart passes below, fire down at it or jump on top of it. If you hit a Kart from above, you'll pop a balloon, even if the Kart has a shell shield!

Wait patiently on top of a platform and watch your opponents' movements.

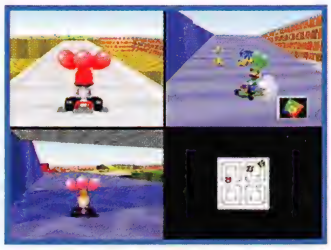
When a Kart comes into range, ambush it from above!

BANANA BATTLE

Sometimes maligned on the raceways, Bananas and Banana Bunches come into their own in the Battle Mode. Drop Banana Bunches diagonally on ramps and around corners. Drivers are usually too busy worrying about Red Shells to take notice. Bananas are also great for defense. You can drag them behind you to ward off shells while you concentrate on the road ahead.



As you'd probably expect, Banana booby traps are best when there are three or four players.



Drop Banana Bunches in the middle of a field of Item Boxes and watch the chaos!

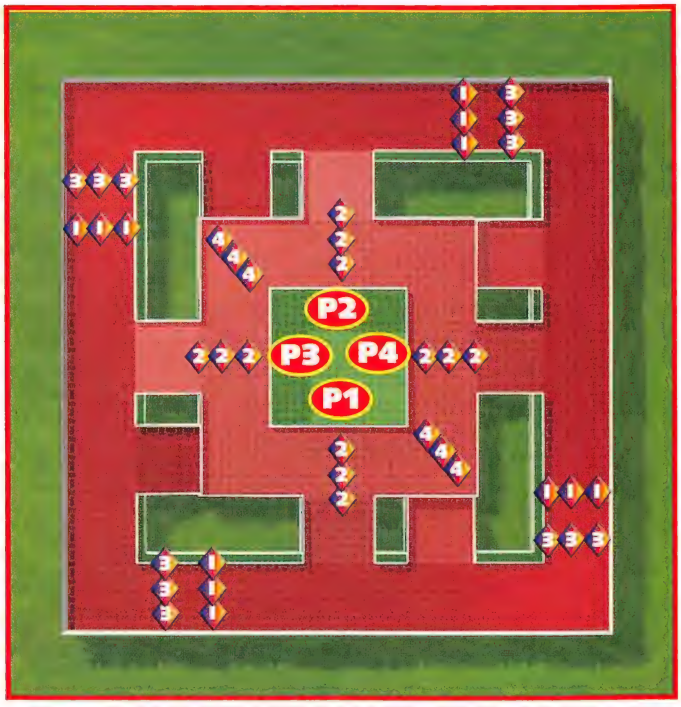
LONG TERM

Green Shells will bounce around for a long time, so it can become very crowded on the bottom level. One tactic is to spend the entire battle on the upper levels and, whenever you collect any shells, fire them into the maze below.

Once the battle begins, collect an item or two and head for higher ground.

The bottom level will fill up with shells as time goes on, and with luck, you'll score a few hits!

DOUBLE DECK



DOUBLE DECK PRESENTS SOME UNIQUE CHALLENGES. IT WILL BE DIFFICULT TO TELL WHICH LEVELS YOUR OPPONENTS ARE ON FROM YOUR RADAR SCREEN ALONE. DRIVE ON THE UPPER LEVELS AND LOOK FOR BALLOONS MOVING BELOW.

HANG BACK

You'll start the battle on the center platform. If there are three or more Karts, stay on the platform and let the others duke it out for a while. You can watch the battle unfold in relative safety, while the others take a few hits.

Let the others whittle each other down, then join the fight. Be warned: you can be hit from above!

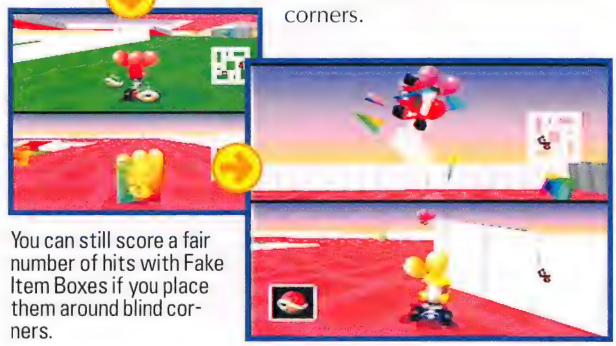
DODGE THE BULLET

The outer tracks, with their long straightaways, are perfect for launching Green Shells and Red Shells. That's not so bad if you're the one doing the shooting, but if you're the one being targeted, that spells trouble. The only real safeguard against a shell attack here, besides a Super Star or a Boo, is to stay on the inner courses and ramps. With so many corners and quick turns, you can duck behind a wall the instant someone targets you. Watch your opponents' Item Windows!

Slalom through the turns and change levels often. Jumping down the center may not shake off a shell.

SPOT THE FAKE

The Item Boxes here are arranged in neat groups (they are numbered on the map by level, with "1" being the bottom level). It will be tough to deliberately fool your opponents, but you can still place fakes right around corners.



You can still score a fair number of hits with Fake Item Boxes if you place them around blind corners.

SKYSCRAPER

FALLING OFF THE SKYSCRAPER ARENA WILL COST YOU ONE BALLOON. THE KEY HERE IS TO SLOW DOWN AND ALWAYS WATCH YOUR OPPONENTS' SCREENS. IT WILL TAKE ALL YOUR GUILE AND CUNNING TO BE TRIUMPHANT HERE!

STARTING OVER

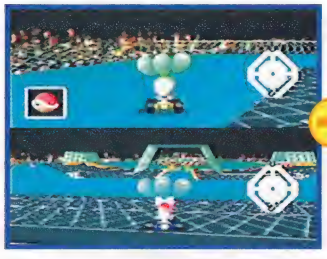
If a Kart falls off the Skyscraper, Lakitu will always deposit it back at its starting point. Check everyone's position before the battle begins. If you see opponents fall off, haul Kart to their starting points and let 'em have it!

Remember each Kart's starting position. Someone is bound to go over the edge at some point!

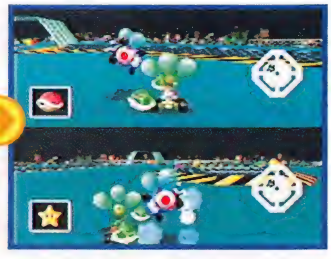
Your opponent will be a sitting duck. Lock and load!

BUMPER KART

Shells aren't as effective here as they are in other arenas. They'll often fall into the many gaps in the floor and miss their targets. Launch any single shells quickly and collect more Item Boxes. If you get Triple Green Shells, activate them but don't fire. Just let them orbit around you and try to bump your opponents instead.



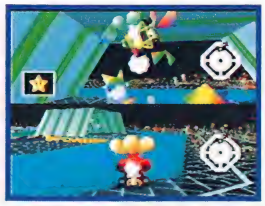
Launch Red Shells only if you have a clear line to a target Kart.



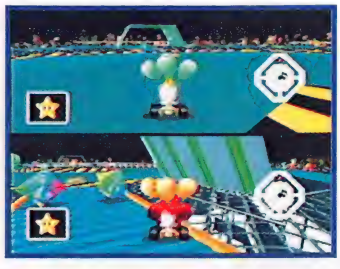
Just let your shells orbit your Kart. You'll have to do things up close and personal!

HIDDEN HAZARDS

The center platform is connected to the outer ring by four covered tunnels, which are great for laying traps. With the canopies blocking the view, opponents won't know there are any Bananas or Fake Item Boxes until it's too late.



The tunnels are perfect for laying traps. Bananas in bunches and boxes, oh my!



By the same token, you should watch out for any sneaky traps your opponents might leave behind!

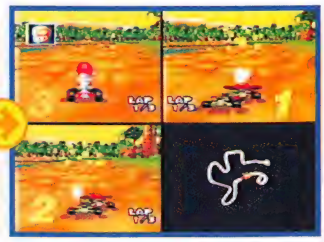
SECRETS

THE FOLLOWING SECTION COVERS A NUMBER OF DIFFICULT TECHNIQUES, COOL SECRETS AND JUST PLAIN WEIRD STUFF THAT YOU CAN DO IN MARIO KART 64. SOME OF IT CAN BE USEFUL AND SOME OF IT CAN BE FUN, BUT MOST OF THE SECRETS WILL COST YOU THE RACE IF YOU TRY THEM IN COMPETITION.

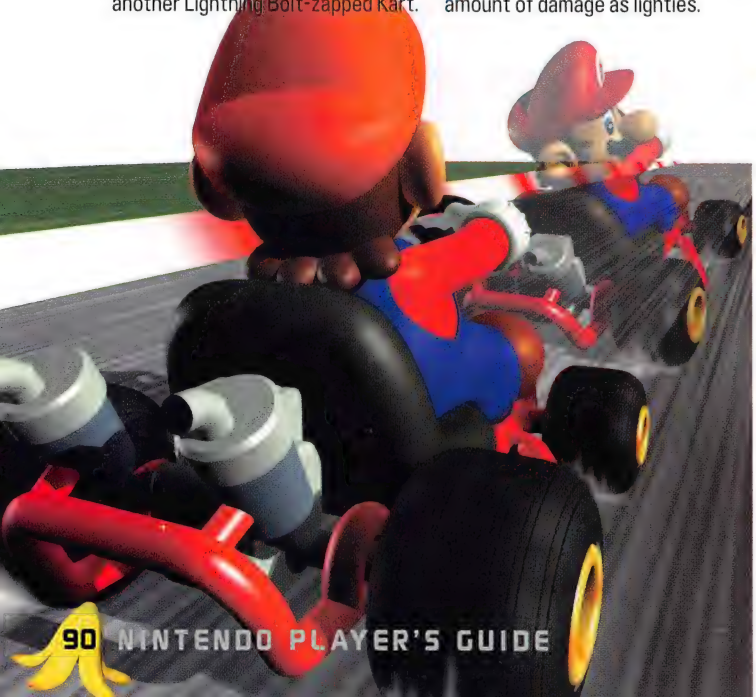
SMALL AND EQUAL

When different classes of Karts have turned small from a Lightning Bolt, their weight differences no longer matter. If two Karts crash while in this state of shrunkeness, they each sustain the same level of damage, even if one Kart is Toad and one is Wario. Yup, you're never too small to beat up on a bully.

Even the Lightweight Karts can have a big impact when they meet another Lightning Bolt-zapped Kart.



Heavyweight racers get cut down to size and sustain the same amount of damage as lighties.



SLIP-STREAMING

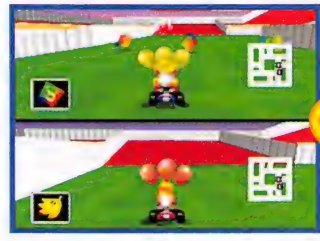
Here's a useful technique that real race drivers use. Move in as close behind another Kart as you can. After a short while, if you maintain the proximity, you'll see smoke. For a few seconds after the smoke appears, you can then pass your opponent with extra speed.

The slip-stream technique works only if you're right on your opponent's bumper.

When you see the smoke appear, you have a few moments to pull out and pass.

SPIN OUT

This technique can be useful in Battle Mode when you want to reverse direction quickly. Using a 150cc Kart, begin by holding the Control Stick all the way left or right. Then, while pushing the R Button, move the Control Stick completely in the opposite direction. Your Kart will spin around and lose most or all of its speed, which is why you don't want to do this in a race.



It looks like Wario is tailing Peach, but will she run for cover or turn and face her opponent?

Lest you forget, Peach *can* launch her Bananas ahead of her. Wario could be in big trouble!

DEFUSE THE MINI-BOMB

In Battle Mode, the appearance of an opponent driving a Mini-Bomb Kart often strikes fear into the hearts of other drivers. It need not do so. You can defuse the threat by jumping cleanly over the Mini-Bomb Kart. Timing is critical. Jump just as you're about to collide to sail safely over the bomber.

Press the R Button when you're just about to crash with the Mini-Bomb Kart.

If you're a lucky little Mushroom, you'll avoid a potentially devastating crash.

EXTRA BOUNCE

If you jump on a Kart that's directly ahead of you, you'll often get an extra bounce that puts you ahead of that Kart. Just get very close and press the R Button to jump. This becomes useful when you find yourself trailing the pack. You can use extra bounces to hop back into a leading position.

Just get close to the Kart ahead of you and jump. You'll either bounce off or over your opponent.

Though you can bounce over heavier Karts, there's also a chance you'll wipe out instead.

NO BUTTS ABOUT IT

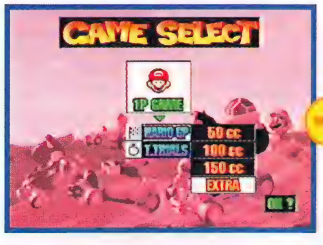
Some creatures you meet in Mario Kart 64, such as the crabs on Koopa Troopa Beach and the snowmen in Frappe Snowland, have the curious distinction of having no backsides. No matter what angle at which you approach them, they always face into the screen.

You can turn around and approach these characters from the opposite side and still be facing their smiles.

You can even have four players approach from four directions. Each player will see a face on the critter.

MIRROR MODE

This is the coolest secret of all in Mario Kart 64. If you win all four gold trophy cups in the Mario GP using 150cc Karts, you'll get a new mode option: the Mirror Mode. In the Mirror Mode, you'll race on a mirror version of each track, and the difficulty will seem much greater since you're used to the normal direction.



Win all four gold trophies and you'll find that the Mirror Mode has been added as a 150cc option.

Expect some interesting changes, such as the oncoming traffic on Toad's Turnpike.

ROCKET JUMP

This maneuver combines the Rocket Boost with the Extra Bounce trick. If you're at the back of the pack, get a Rocket Boost off the starting line and hop just before you hit the Kart in front of you. If you time things just right, you'll bounce off the back of that Kart and soar over your opponents' heads.

Wait just a split-second after you start moving, then press the R Button to jump.

You'll sail wheels over heels past the competition!

SCREEN TEST

On courses with a big screen showing the racing action, such as Luigi Raceway and Wario Stadium, you should be aware of the following facts. First of all, the screen normally shows the Kart nearest to the screen, but in Vs. Mode it shows the Kart nearest to the Starting line. When you pause the game on these courses, the big screen pauses, as well.

If you Pause the game, the big screen image also freezes.

In Vs. Mode, you'll see the Kart closest to the Starting line.

JUNGLE JAMMIN'

For a shortcut on the first or second lap of D.K.'s Jungle Parkway, turn around at the Starting line and head into the cave. Once inside, head toward the wall just to the left of the exit. Jump just before you hit. If you aim just right, you'll fall into a dark space. Lakitu will then pick you up. If he brings you back to the cave, drive through the Finish line to advance to the next lap!

Angle just a bit to the left as you jump. If you're too far to one side or the other, this trick won't work.

If you're successful the first time, turn around and repeat the trick for another quick lap!

RECORD SETTER

To see your record time for the Mario Raceway on the title screen, press the R Button when the title is displayed. But before you activate this code, you must have completed the course in the Time Trials mode.

PIRANHA PERIL

Running into a Piranha Plant at anything over 40 kph usually results in a wipe-out. If you jump just before you hit, there's a good chance you'll bounce off instead of spin out (a second hit *will* knock you down, though). This trick also works with other hazards, including walls and Thwomps. If you're lucky, you might even jump through a Piranha Plant without a scratch!

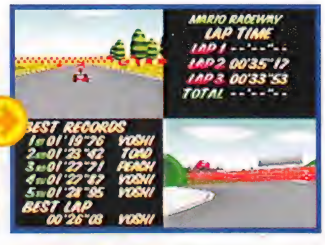
As you probably expect, the higher your speed, the less chance this trick will work.

If your timing is right, you'll strike a few sparks on the plant's tough hide, but you'll bounce right off.

MAX TIME

In most races, you want to score the minimum time, not the maximum. But just for kicks, you might start wondering just how slow you can go on a track. Mario Kart 64's time counter keeps clicking until it reaches 99:59:99. Any time over this amount isn't clocked, but the subsequent lap counters will continue.

Even though the clock stops if you reach the maximum time, the lap counter continues ticking along.



It took longer than 99:59.99 for the first lap, but we finished the last two laps in good time.

SCROLL FOR SPEED

For the fastest experience in Mario Kart 64, turn to the Vs. Mode in D.K.'s Jungle Parkway, which has the fastest scrolling track in the game. (The split screens of the Vs. Mode seem faster than single screen views.) If that's not fast enough for you, add even more of a thrill by using one of the Lightweight characters: Toad, Peach or Yoshi. You can increase the speed of the scrolling even further by switching to the wide-angle view during the race.

CRUISE THE CASTLE

On the Royal Raceway, you might have noticed a dirt road splitting off from the track after the double booster jump. That road leads to Peach's castle, the grandest place in the Mushroom Kingdom, and the site of the award ceremonies in Mario Kart 64. Although you can drive around the castle grounds, doing so will cost time, so don't go there during a race if you want to win.

The local sights will give you a much needed break from the rigors of racing.

Take a leisurely drive around the castle grounds, but watch out for the moat.

BOMBS AWAY

Fake Item Boxes effectively blow up opponents almost anywhere you leave them, except in the air. On courses with booster arrows, such as D.K.'s Jungle Parkway and the Royal Raceway, you can activate the Fake Item Box while soaring through the air. If you do, the box will remain floating there, but it won't explode when hit. Of course, opponents startled to see the box may lose their concentration.

MINI-TURBO EXTRA

Mini-turbos boost your speed, but they have a second benefit, too. For a short time after activating the mini-turbo, you can turn your Kart without losing speed. Normally, turns drain some speed, and it all adds up. This is just one more reason to power-slide through every corner.

Changing your direction normally drains speed from your Kart.

For a short time following a mini-turbo boost, you can turn without losing speed.

GUEST GHOST

On selected courses in the Time Trials Mode, you will race a preset Course Ghost if you beat a set time. On Luigi Raceway, you must finish faster than 1:52:00 to activate the ghost. On Mario Raceway, go faster than 1:30:00. And on the Royal Raceway, you must beat the time of 2:40:00.

Finish faster than the times given above to activate the ghosts.

Watch the Course Ghosts for tips on making a good time trial run.

ITEM CHART

IF YOU'RE WONDERING WHEN CERTAIN ITEMS APPEAR IN THE RACE, WONDER NO MORE. YOU CAN USE THE FIRST CHART IN VS. MODE OR THE MARIO GP. THE SECOND CHART SHOWS THE THREE ORDERED SETS IN WHICH ITEMS APPEAR IN THE BOXES. IT CAN BE USEFUL IN ANY MODE EXCEPT TIME TRIALS. A QUICK EYE MIGHT BE ABLE TO IDENTIFY WHICH SET IS SCROLLING THROUGH THE BOX.

Frequently — Rarely

A B C D

ITEMS \ MODES & POSITION	GP 1	GP 2	GP 3	GP 4	GP 5	GP 6	GP 7	GP 8	VS 1	VS 2	VS 1	VS 2	VS 3	VS 1	VS 2	VS 3	VS 4
Mushroom	C	C	C	C	C	D	D	D	C	D	C	C	D	C	C	C	D
Triple Mushrooms	D	B	B	B	B	B	C	C	D	B	D	B	B	D	B	B	B
Super Mushroom	D	C	C	C	C	C	C	C	D	B	D	C	C	D	D	C	C
Banana	A	D	D	D	D	D	D	D	B	D	A	C	D	A	C	D	D
Banana Bunch	C	C	D	D	D	D	D	D	C	C	C	C	D	C	C	C	D
Fake Item Box	C	C	D	D	D	D	D	D	C	D	C	C	D	C	C	C	D
Green Shell	A	C	D	D	D	D	D	D	A	D	A	D	D	A	C	D	D
Triple Green Shells	C	C	C	D	D	D	D	D	C	C	D	C	D	D	C	C	D
Red Shell	C	B	B	B	C	D	D	D	C	C	C	B	C	C	B	C	D
Triple Red Shells	D	B	B	B	B	B	B	B	D	B	D	B	B	D	B	B	B
Boo	C	C	D	D	D	D	D	D	C	D	C	C	D	C	C	D	D
Spiny Shell	D	D	D	C	C	C	C	B	D	C	D	D	C	D	D	C	C
Lightning Bolt	D	C	C	C	C	B	B	B	D	C	D	D	C	D	D	C	C
Super Star	D	C	C	B	B	B	A	A	D	B	D	C	B	D	C	C	B

ITEM ORDER CHART

1

2

3

TIMES TO BEAT

THE FOLLOWING BEST TIMES COME TO US FROM THE PROGRAMMERS AND TESTERS WHO CREATED MARIO KART 64. THEY'VE PUT IN COUNTLESS HOURS ON EVERY TRACK AND KNOW ALL THE SHORTCUTS AND TRICKS. NATURALLY, THEIR BEST TIMES ARE VERY FAST. IF YOU CAN BEAT THESE TIMES, YOU ARE AMONG THE BEST IN THE WORLD.

MUSHROOM CUP

	BEST TIME
LUIGI RACEWAY	1:42.61
MOO MOO FARM	1:18.70
KOOPA TROOPA BEACH	1:28.27
KALIMARI DESERT	1:51.90

FLOWER CUP

	BEST TIME
TOAD'S TURNPIKE	2:37.26
FRAPPE SNOWLAND	1:49.14
CHOCO MOUNTAIN	1:46.84
MARIO RACEWAY	0:53.34

STAR CUP

	BEST TIME
WARIO STADIUM	0:22.00
SHERBET LAND	1:49.28
ROYAL RACEWAY	2:33.52
BOWSER'S CASTLE	2:03.85

SPECIAL CUP

	BEST TIME
D.K.'S JUNGLE PARKWAY	1:28.34
YOSHI VALLEY	1:38.44
BANSHEE BOARDWALK	1:52.49
RAINBOW ROAD	4:05.88

THE WINNER'S CIRCLE!

THE NEW CHAMPS!

The Mario GP concludes with a lavish awards ceremony at the gates of the Mushroom Castle. As the Royal Mushroom Kingdom Marching Band plays a victory march, Gold, Silver and Bronze Cups will be handed to the winners. Will you take your place on the podium with the rest of the racing champions, or will you only watch the celebration from afar? With this guide and a bit of practice, your place in the winner's circle is assured!

MARIO KART 64
MARIO KART 64
KICK ASPHALT
500
ROYAL RACEWAY

MARIO KART 64
SEE YOU IN THE
WINNER'S CIRCLE
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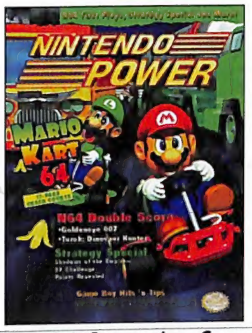
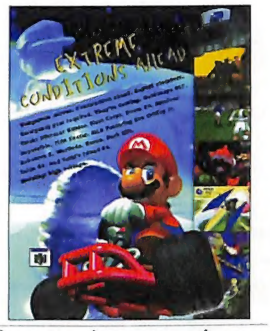


beautiful from the front....

sleek styling....



impressive rear view....

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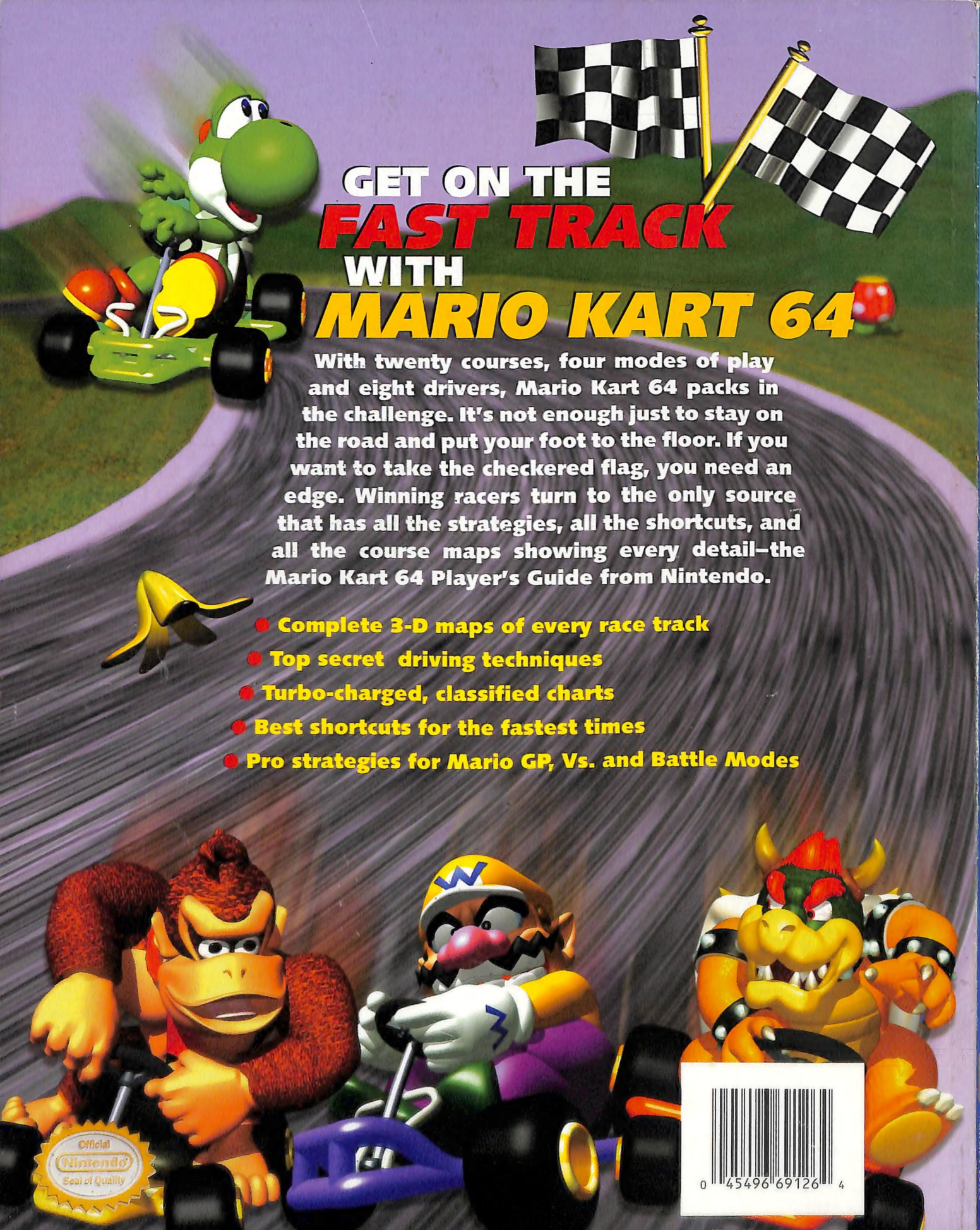
GET ON THE
FAST TRACK
WITH
MARIO KART 64
With twenty courses, four modes of play and eight drivers, Mario Kart 64 packs in the challenge. It's not enough just to stay on the road and put your foot to the floor. If you want to take the checkered flag, you need an edge. Winning racers turn to the only source that has all the strategies, all the shortcuts, and all the course maps showing every detail–the Mario Kart 64 Player's Guide from Nintendo.
Complete 3-D maps of every race track
Top secret driving techniques
Turbo-charged, classified charts
Best shortcuts for the fastest times
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